LAIGAMES

CD PROJEKT RED®

CYBERPUNK 2077 TURF WARS

Please read this manual before operating the machine

OPERATOR'S MANUAL

VERSION 1.0.1

www.laigames.com/support

LAIGAMES

Correspondence regarding this machine should be addressed to your closest LAI Games office, or LAI Games Distributor.

For contact details, refer to the back page of this manual.

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1. Safety precautions

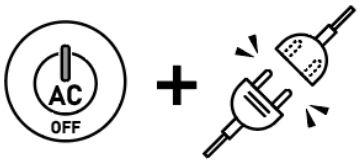
The following safety precautions and advisories used throughout this manual are defined as follows.

An advisory text to hint or help understand	**Disregarding this text could result in damage to the machine**	**Disregarding this text could result in serious injury**

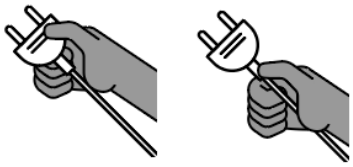
WARNING

Please Read The Following ▼

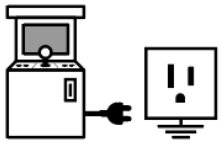
ALWAYS turn OFF Mains AC power and unplug the game before opening or replacing any parts.



ALWAYS grasp the plug, not the line cord, when unplugging the game from an electrical outlet.



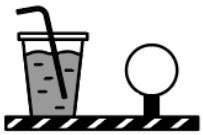
ALWAYS connect the Game Cabinet to a grounded electrical outlet with a securely connected ground line.



DO NOT install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

DO NOT install the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits.

DO NOT place containers of liquid on any surface of the machine, especially those near electrical components.

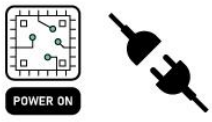


CAUTION

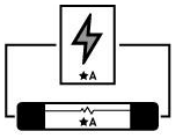
Please Read The Following ▼

ALWAYS use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

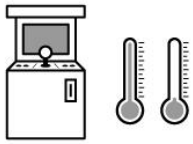
DO NOT connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is ON



DO NOT use any fuse that does not meet the specified rating



DO NOT subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 oC

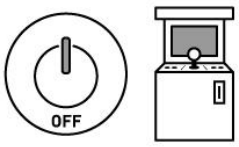


2. Machine installation and inspection

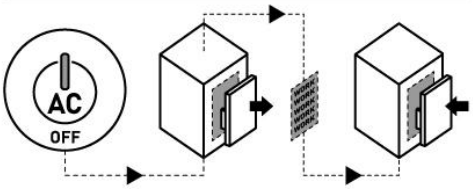
When installing and inspecting the game, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

WARNING Please Read The Following ▼

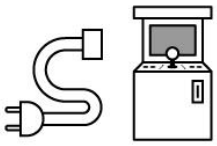
ALWAYS turn the power OFF before working on the machine.



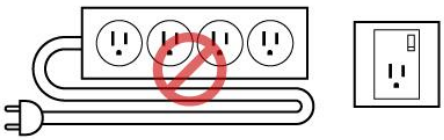
ALWAYS turn OFF Mains power before removing safety covers and refit all safety covers when work is completed.



ALWAYS use the power cord supplied with your machine.

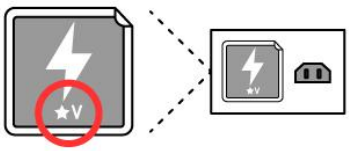


DO NOT use extension cords or power boards to power the game - it needs to be connected to a single wall outlet only.

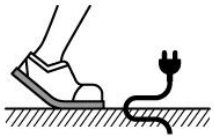


CAUTION Please Read The Following ▼

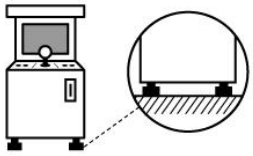
ALWAYS check that the sticker next to the AC main input plug indicates the correct voltage for your area before switching the machine.



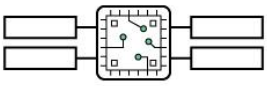
DO NOT expose the power cord on the surface (floor, ground, etc.) where people walk.



ALWAYS check that the rubber glide feet levellers are set correctly on the floor so that the game cabinet is level and stable.



ALWAYS make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.



Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.

If any integrated circuit (IC) logic PC Boards should need servicing, please contact the nearest LAI Games Distributor (refer to the back page of this manual).

3. Introduction

Cyberpunk 2077: Turf Wars takes carnival-style games to a whole new level, blending the thrill of hitting physical targets with cutting-edge sound design and graphics. Players dive into competitive and cooperative gameplay modes through a perfect mix of digital and analogue gameplay, enhanced by innovative projections and special effects showcasing the futuristic, vibrant yet gritty Night City.

3.1 Specifications

1. Operating Voltage	110 - 120V	220-240V
2. Amps	8.5A	4.6A
3. Hertz	60Hz	50-60Hz
3. Dimensions	3954mm L x 1332mm W x 2611mm H 155.6’ L x 52.4” W x 102.8” H	
4. Weight	670KG / 1477Lbs	

3.2 Accessories

Please ensure that all the items in the list below are included in the accessories box.

Accessories Box A	Items	Quantity
	- Operator's manual - Allen key - Cabinet key - Fuse (2A OR 4A) - Fuse (6.3A) - Fuse (10A) - Remote control (projector) - AC cable - USB - JST crimp extraction tool - Bag of cable ties - Target assembly - Gun netting - Beam sensor (receiver) - Beam sensor (transmitter) - Gun cleaning kit - Coin mech harnessing	1 2 2 2 2 2 1 1 1 1 1 1 2 2 2 1 1

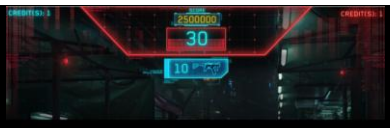
Accessories Box B	Items	Quantity
	- Bag of rounds (500pcs) - Fasteners - Keyboard	3 - 1

NOTE

- Please ensure that all the accessories above are included.
If not, please contact the distributor/ support.
- The above technical parameters are subject to change without prior notice.

4. Gameplay

4.1 Game modes and how to play

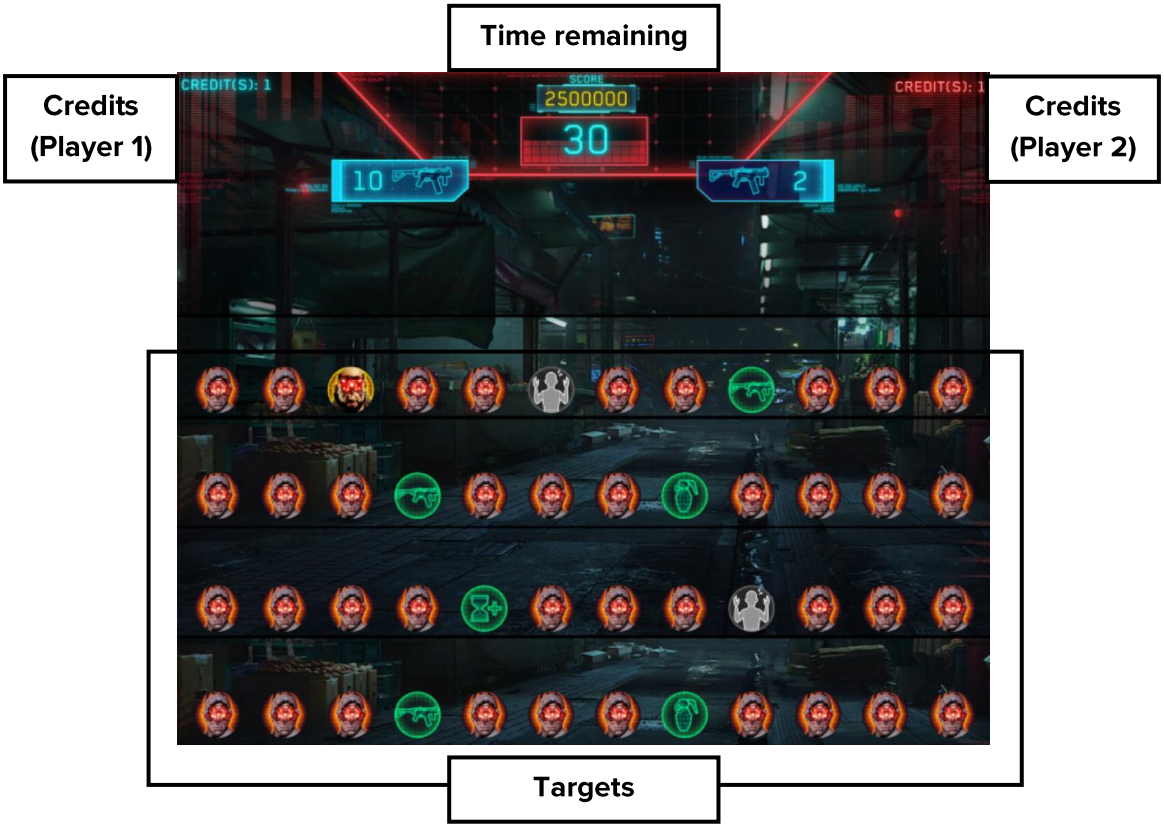
Game mode	How to play	
 	**Player**	1 or 2 players
	Ammunition	Infinite
	Difficulty	Easy
	Mode: Story	Cooperative
	Objective	Players eliminate all the enemies in the shortest time to achieve the highest score.
     	Player	2 players
	Ammunition	Infinite
	Difficulty	Medium
	Mode: Versus	Competitive
	Objective	Players compete by sedating targets from assigned teams. The player with the highest score after 3 rounds wins.
     	Player	1 or 2 players
	Ammunition	40 bullets (1 player) 6-10 bullets (2 player)
	Difficulty	Hard
	Mode: Sniper	Competitive
	Objective	Players must aim carefully and sedate as many enemies as possible with limited bullets. The player with the highest score wins.

4.2 Game interface

Game mode selection:

Choose between the 3 available modes. Press the middle button on the console to begin.

Game screen:



5. Assembly

NOTE

- Before assembly, ensure that all the parts in the accessories boxes are available and ready.
- For every step of the assembly, ensure that all the parts are available and ready.
- An electric drill is recommended to speed up the assembly process.
- The entire assembly should be carried out by at least two to three people.

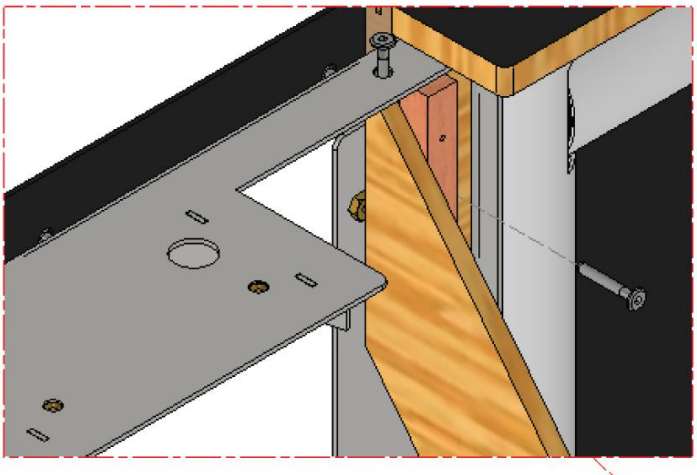
5.1 Assembly steps

STEP 01 **Remove X-support**

Parts required for assembly:

Rear cabinet

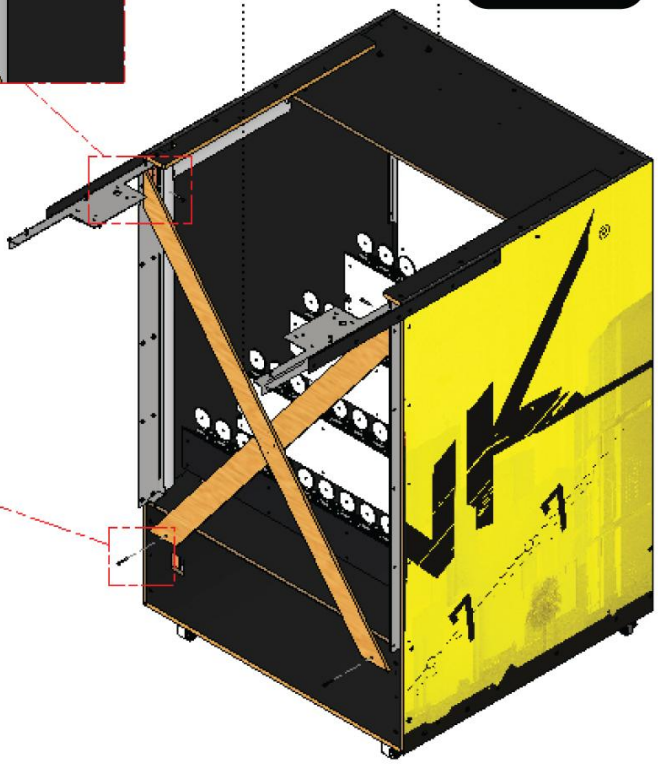
Unscrew the bolts on all four points of contact between the X-support and the rear unit.
(One on each corner)

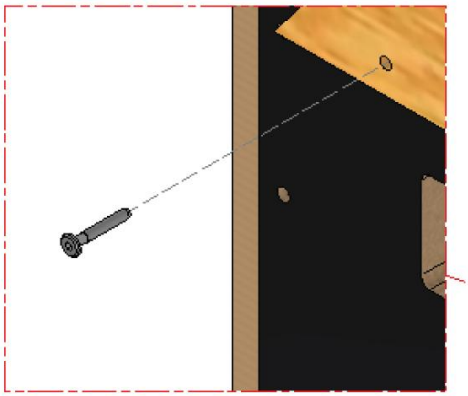


REMOVE:

M6x40
Knock-down bolt

X2





REMOVE:

M6x40
Knock-down bolt

X2

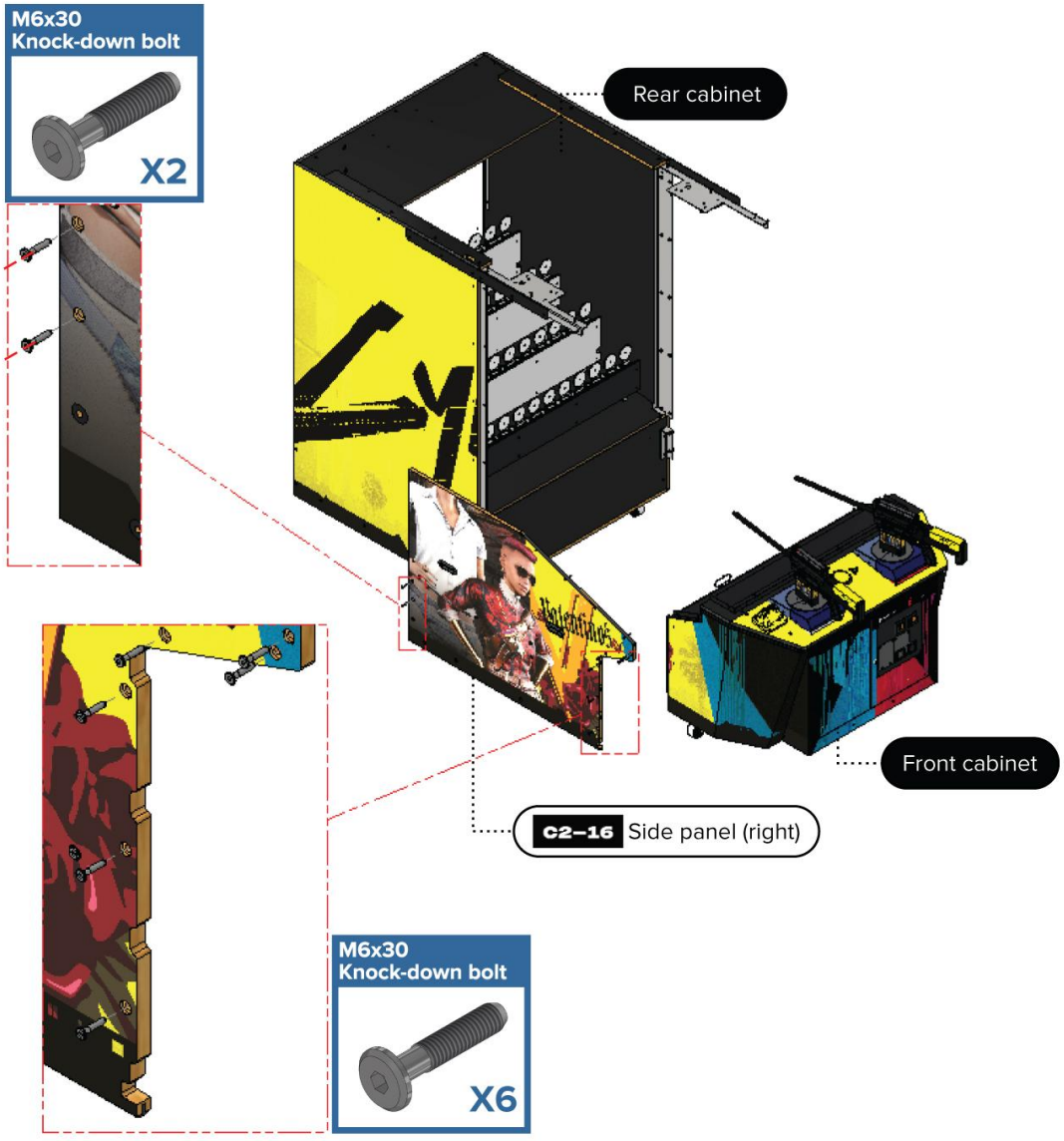
STEP 02 Install side panel (right)

Parts required for assembly:

Rear cabinet | Front cabinet

C2–16 Side panel (right)

Lock the wheels under the front cabinet. Align the side panel between the front and the rear cabinet as shown. Fasten both sides of the panel with the indicated type/ number of bolts. Ensure that there is no gap between the panel and the cabinets after installation.

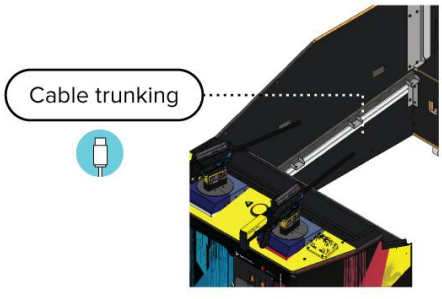


STEP 03 Install harnessing

Parts required for assembly:

Cable trunking | ACCS BOX-Harness

Insert the harnessing from the rear cabinet into the cable trunking behind the side panel. Then connect the cables between the front and the rear cabinet.

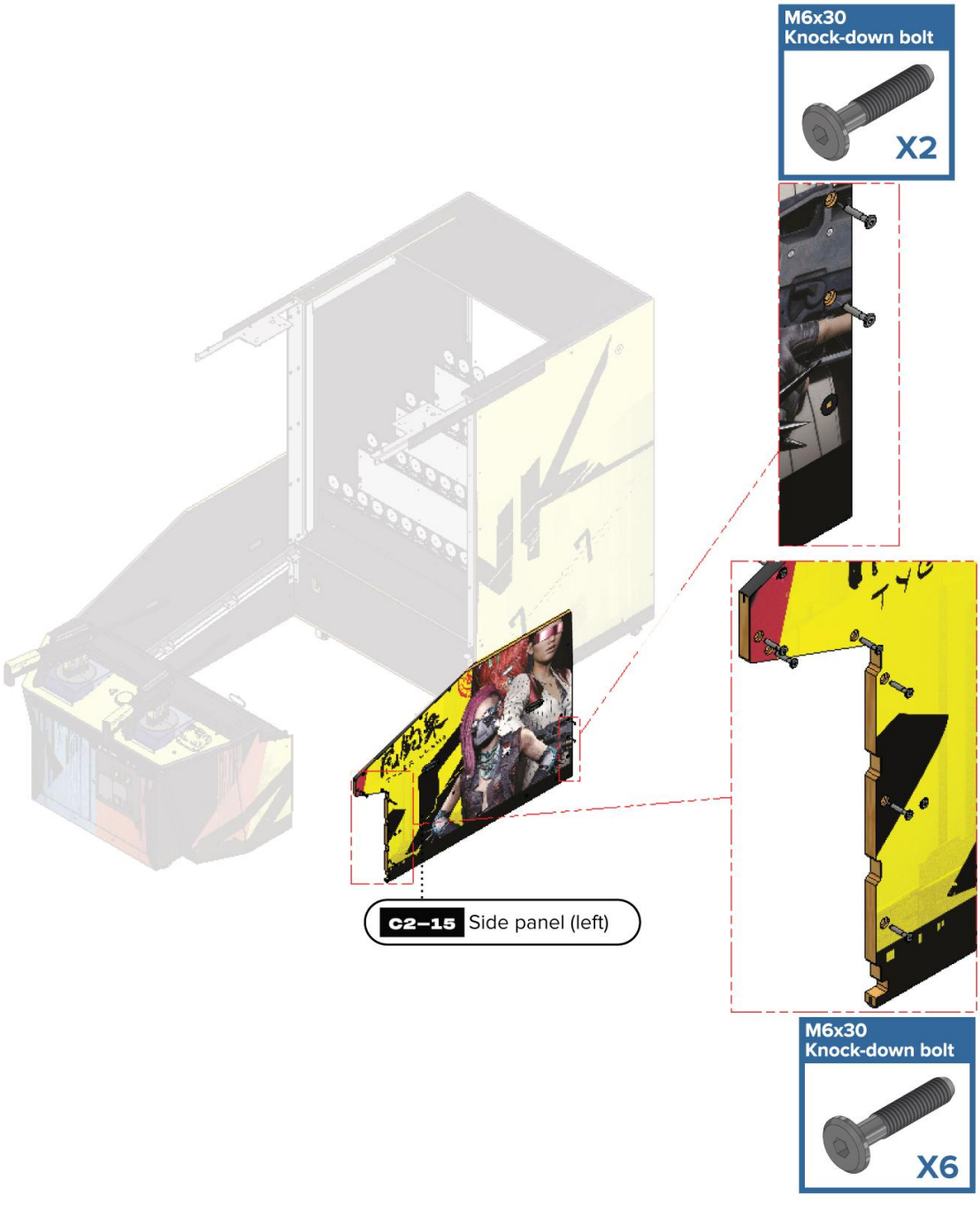


STEP 04 Install side panel (left)

Parts required for assembly:

C2–15 Side panel (left)

Align the panel between the front and the rear cabinet as shown. Fasten both sides of the panel with the indicated type/ number of bolts. Ensure that there is no gap between the panel and the cabinets after installation.

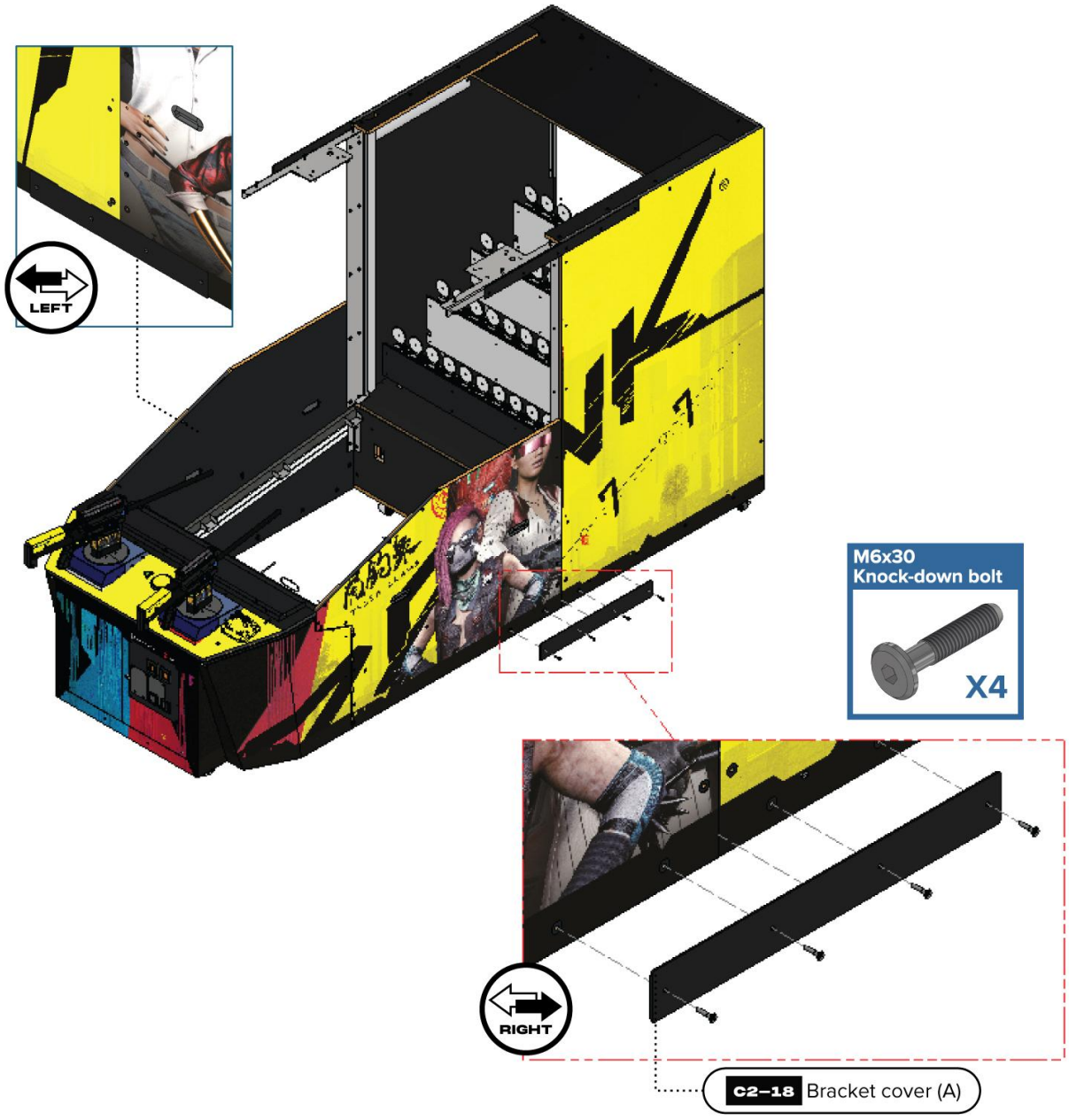


STEP 05 Install bracket cover (A)

Parts required for assembly:

C2–18 Bracket cover (A)

Fasten the backet covers on **BOTH SIDES OF THE CABINET** with the indicated type/ number of bolts.

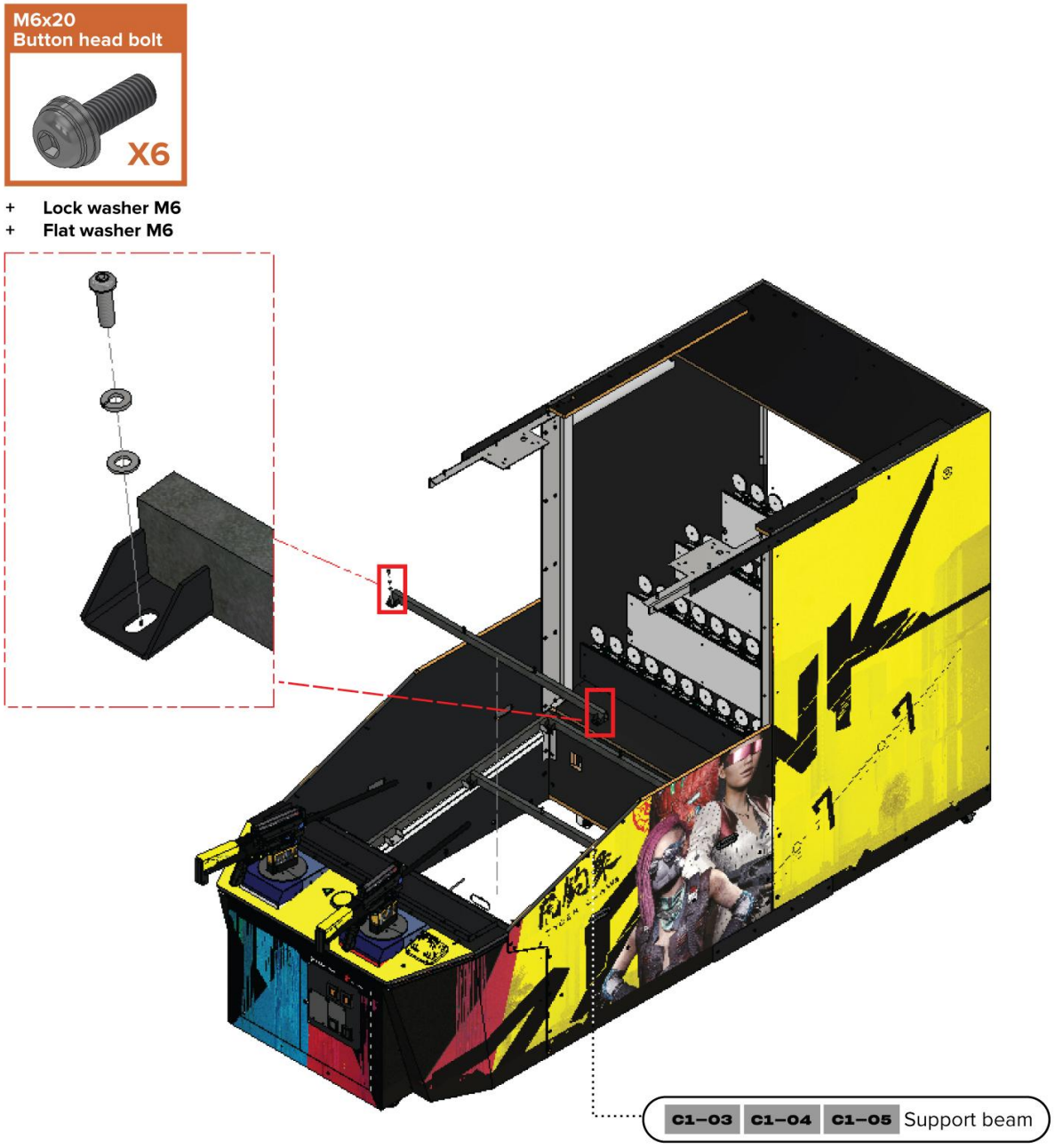


STEP 06 Install support beams

Parts required for assembly:

C1–03 C1–04 C1–05 Support beam

Insert three support beams between the side panels as shown. Fasten each beam on both sides with the indicated type/ number of bolts and washers.

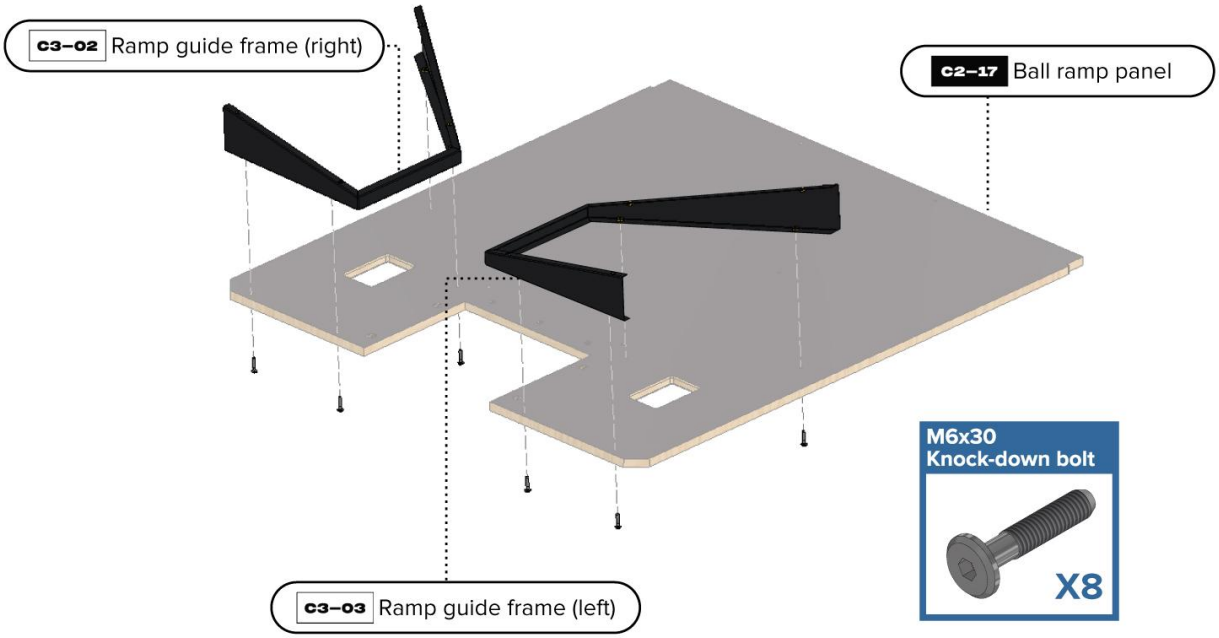


STEP 07 Install ball ramp guide frames

Fasten the parts with the indicated type/ number of bolts.

Parts required for assembly:

- C2–17 Ball ramp panel
- C3–02 Ramp guide frame (right)
- C3–03 Ramp guide frame (left)

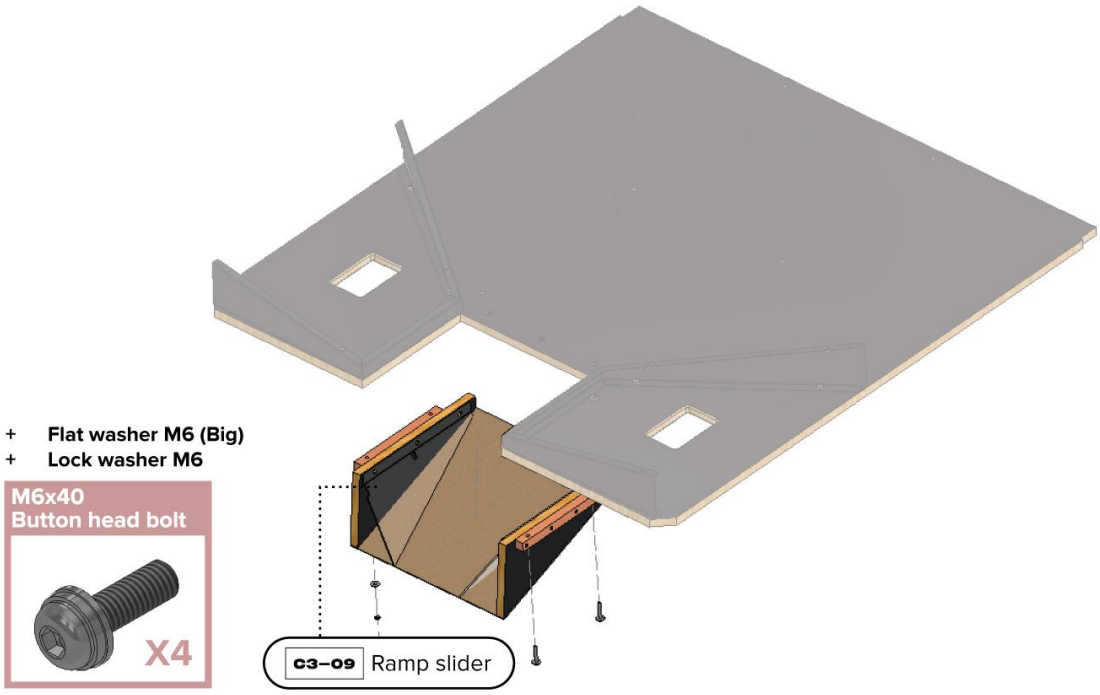


STEP 08 Install ramp slider

Fasten the ramp slider with the indicated type/ number of bolts and washers.

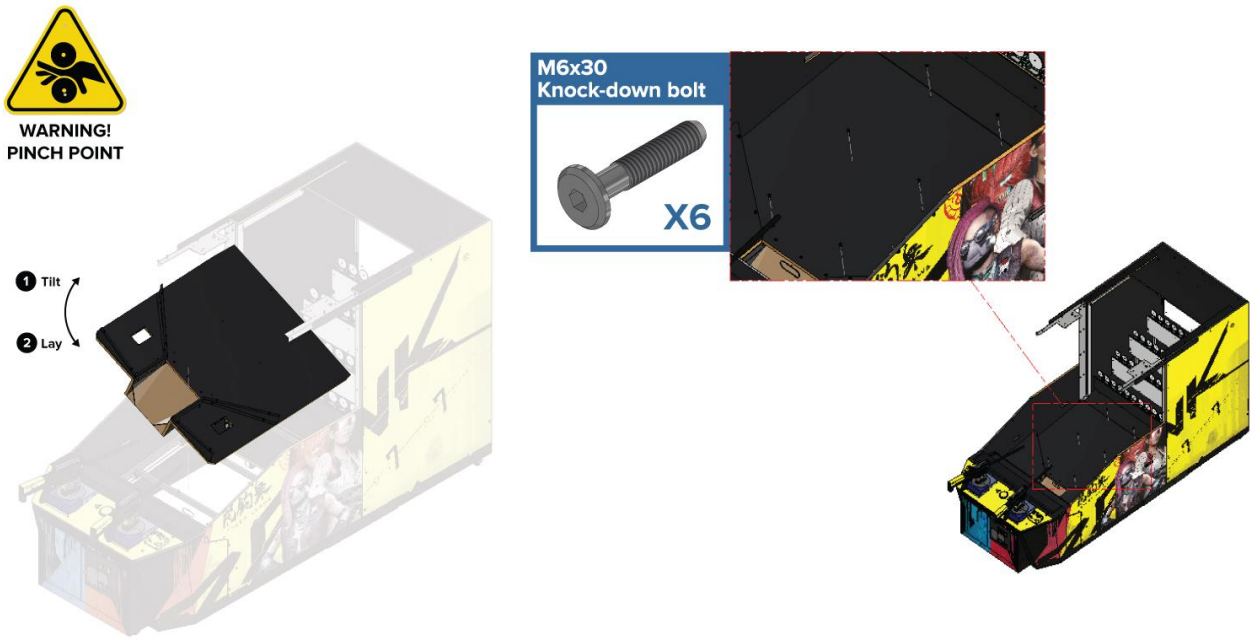
Parts required for assembly:

- C3–09 Ramp slider



STEP 09 Install ball ramp unit

Place the assembled ball ramp unit on the support beams by tilting it then laying it flat.
Please place the unit down slowly and carefully to avoid possible pinch issues.
Fasten the unit with the indicated type/ number of bolts and washers.



STEP 10 Install ball ramp guide covers and ball sorter

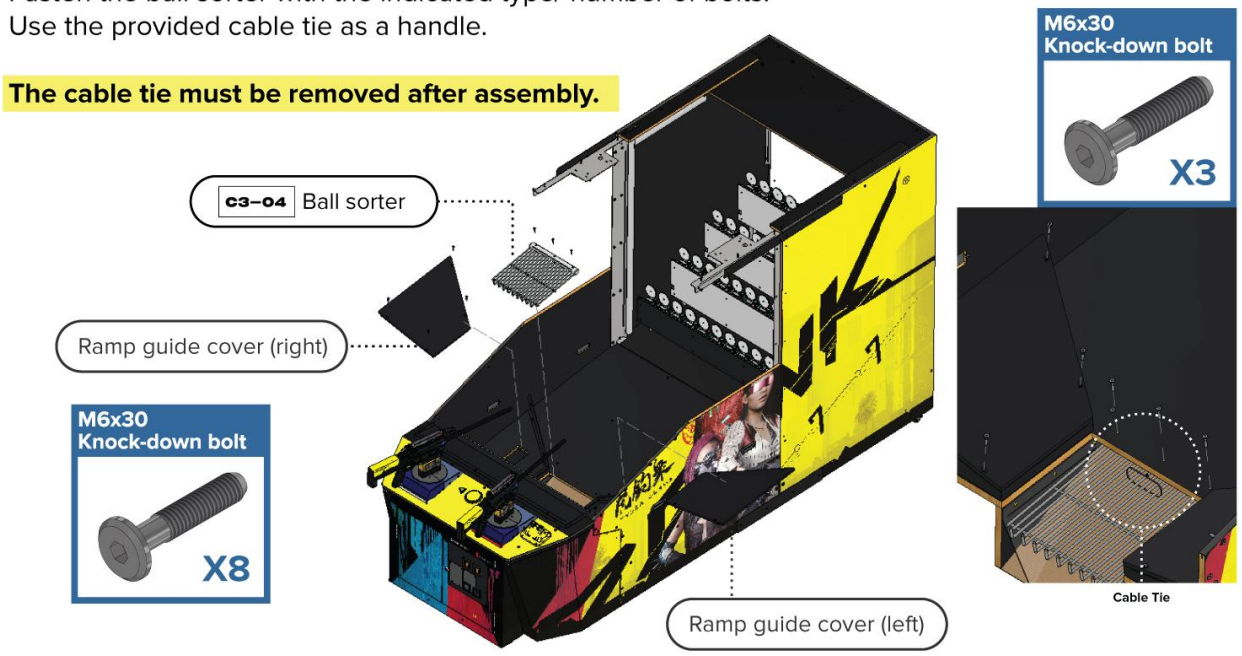
Fasten the ball ramp guide covers on the frames with the indicated type/ number of screws.

Fasten the ball sorter with the indicated type/ number of bolts.
Use the provided cable tie as a handle.

The cable tie must be removed after assembly.

Parts required for assembly:

- C3–04 Ball sorter
- Ramp guide cover (right)
- Ramp guide cover (left)

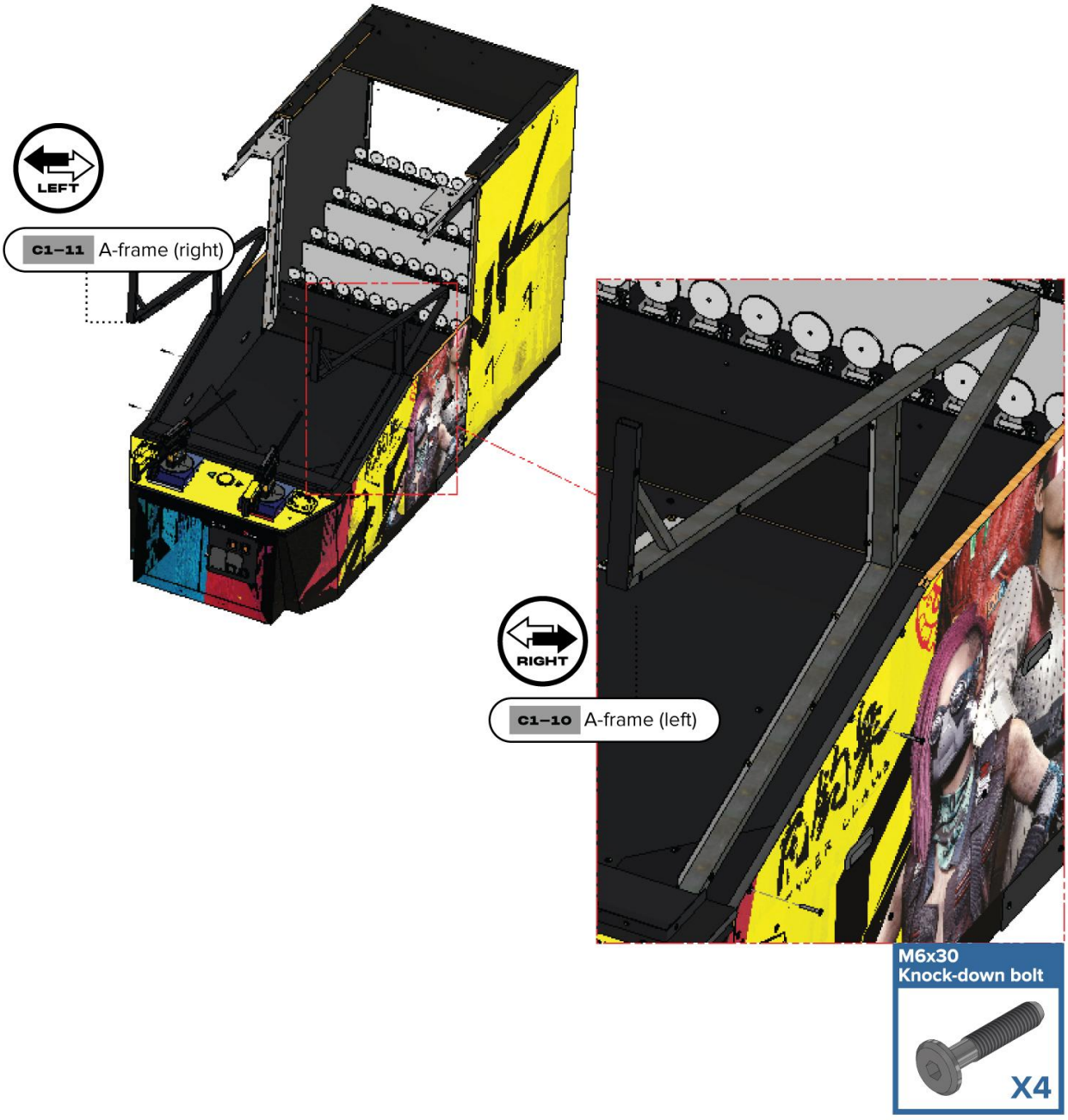


STEP 11 Install A-frames

Parts required for assembly:

C1–11 A-frame (right) C1–10 A-frame (left)

Install the A-frames on **BOTH SIDES OF THE CABINET** by fastening each part with the indicated type/ number of bolts.



STEP 12 Install A-frame panels

Install the A-frame panels on **BOTH SIDES OF THE CABINET** by fastening each part with the indicated type/ number of bolts.

Parts required for assembly:

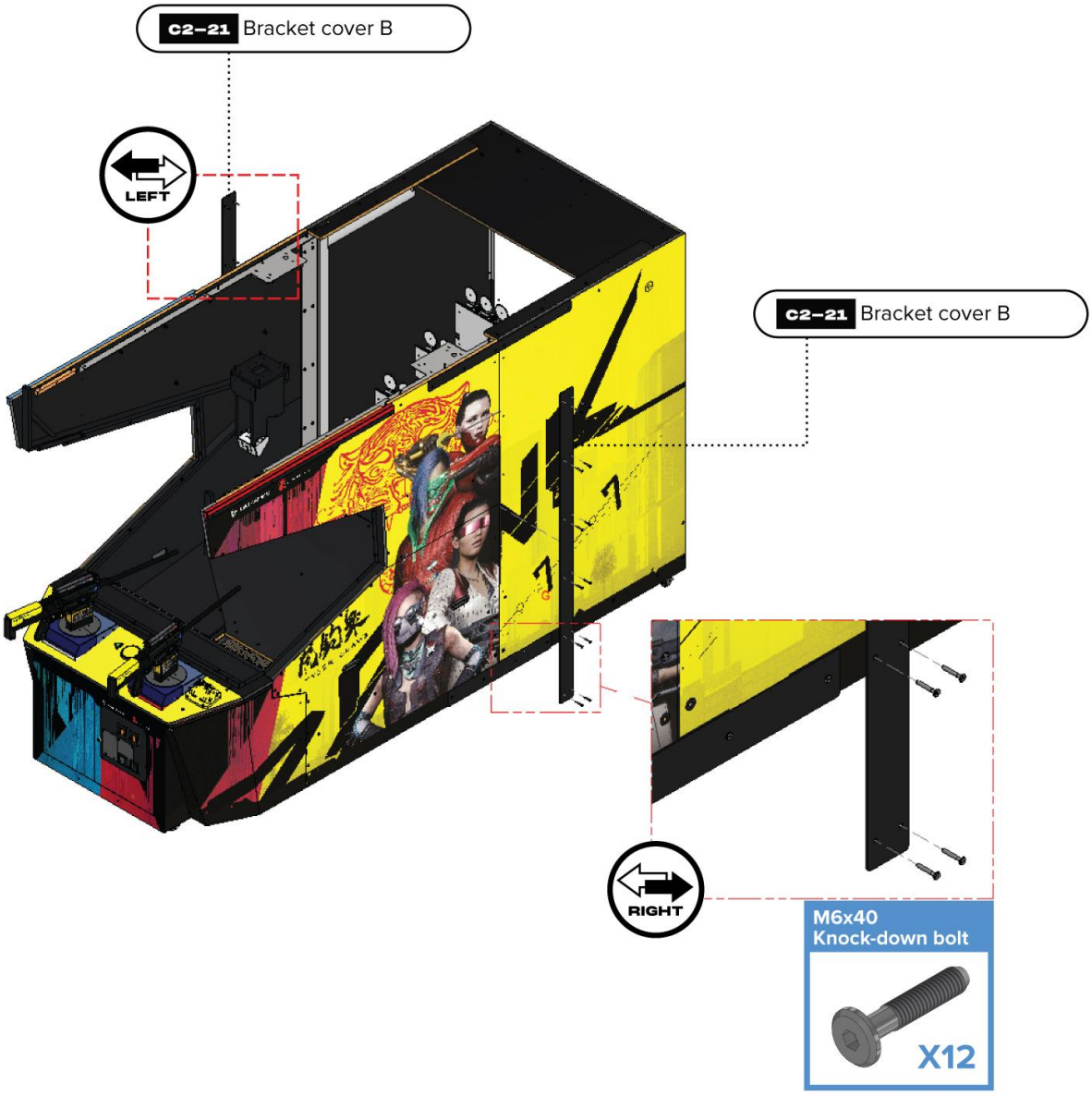
- C2-11 A-frame panel (right)
- C2-10 A-frame panel (left)

STEP 13 Install bracket cover (B)

Parts required for assembly:

- C2–21 Bracket cover B

Install the bracket covers (B) on **BOTH SIDES OF THE CABINET** by fastening each part with the indicated type/ number of bolts.



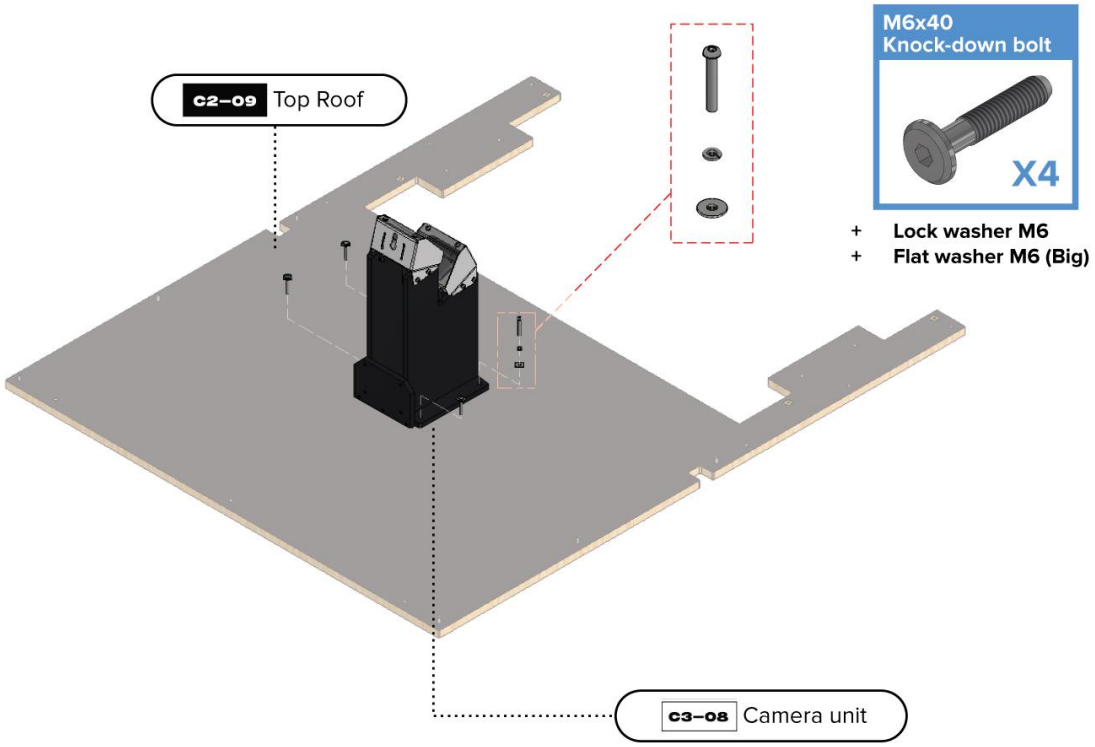
MILESTONE: CABINET BODY ASSEMBLY COMPLETE

STEP 14 Install camera unit

Parts required for assembly:

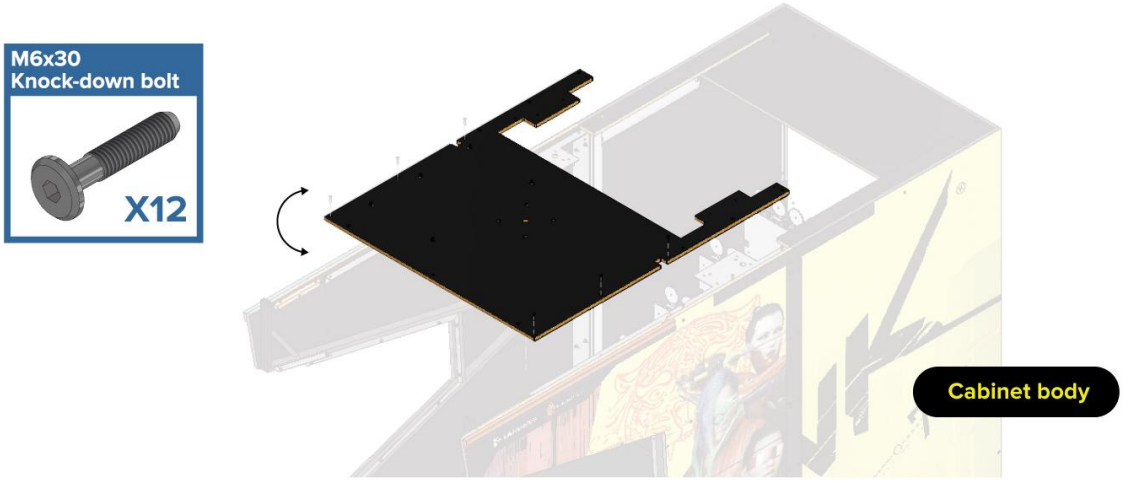
C2-20 Top Roof | C3-08 Camera unit

Install the camera unit by fastening each part with the indicated type/ number of bolts and washers.



STEP 15 Install top roof

Flip the top roof with camera unit, such that the camera unit is facing down.
Install the top roof with camera unit by fastening each part with the indicated type/ number of bolts.



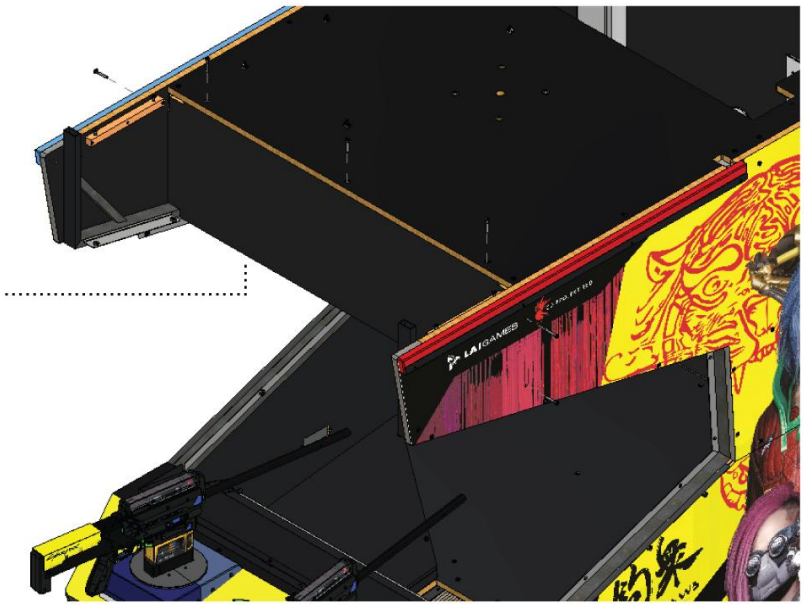
STEP 16 Install speaker wall

Parts required for assembly:

C2–03 Speaker wall

Install the speaker wall by fastening each part with the indicated type/ number of bolts.

C2–03 Speaker wall



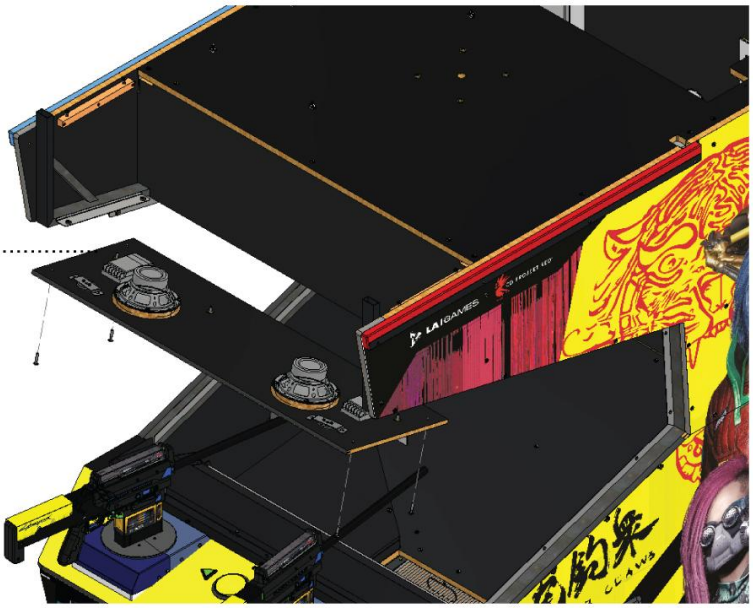
STEP 17 Install speaker base

Parts required for assembly:

C2–04 Speaker base

Install the speaker base by fastening each part with the indicated type/ number of bolts.

C2–04 Speaker base

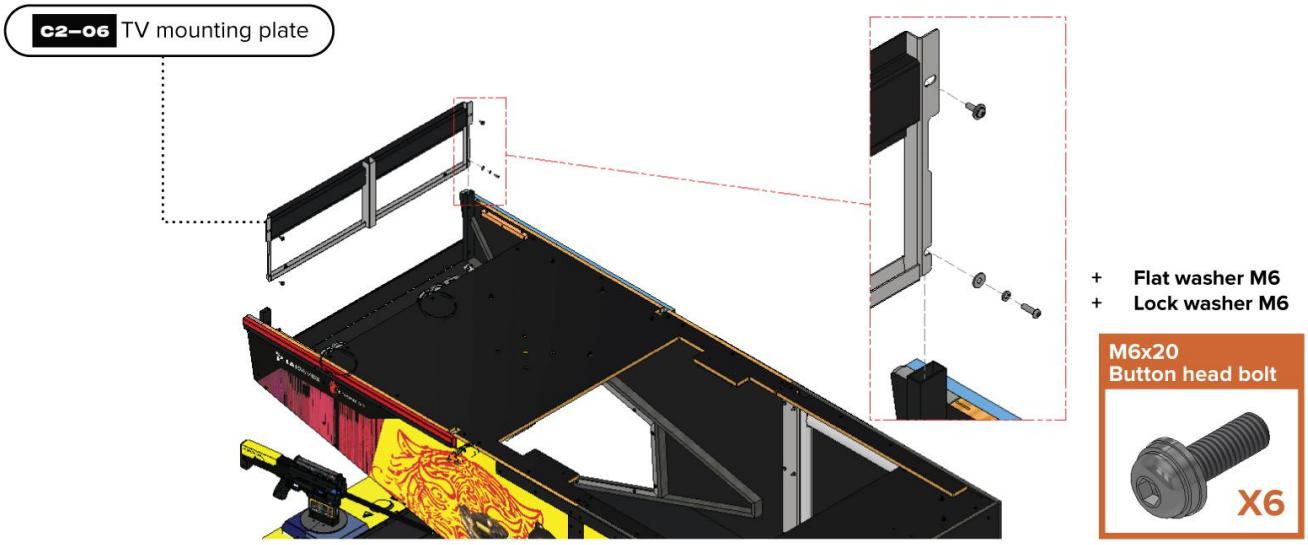


STEP 18 Install TV mounting plate

Parts required for assembly:

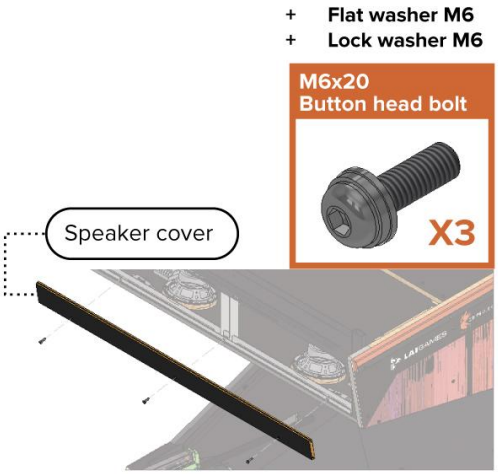
C2–06 TV mounting plate

Install the TV mounting plate by fastening each part with the indicated type/ number of bolts and washers.



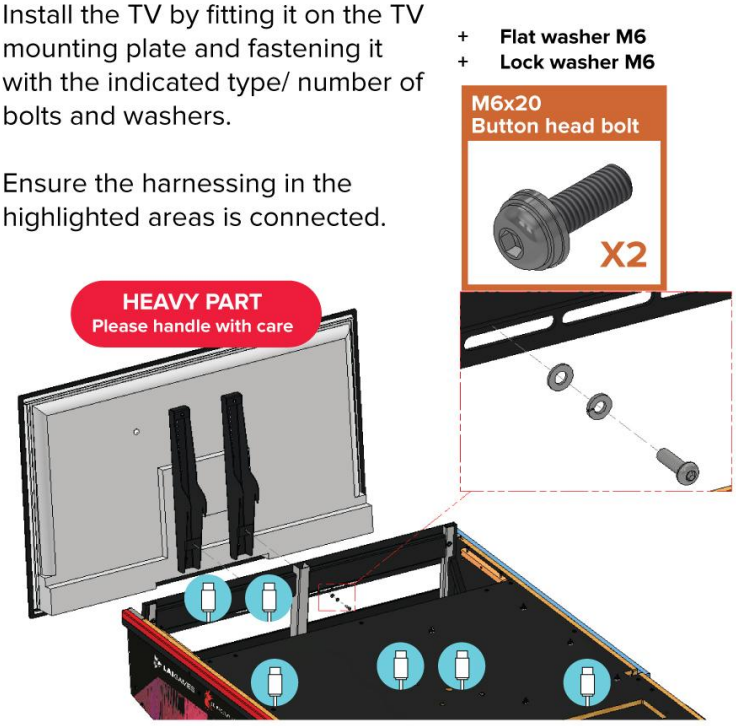
STEP 19 Install speaker cover and TV

Install the speaker cover with the indicated type/ number of bolts and washers.



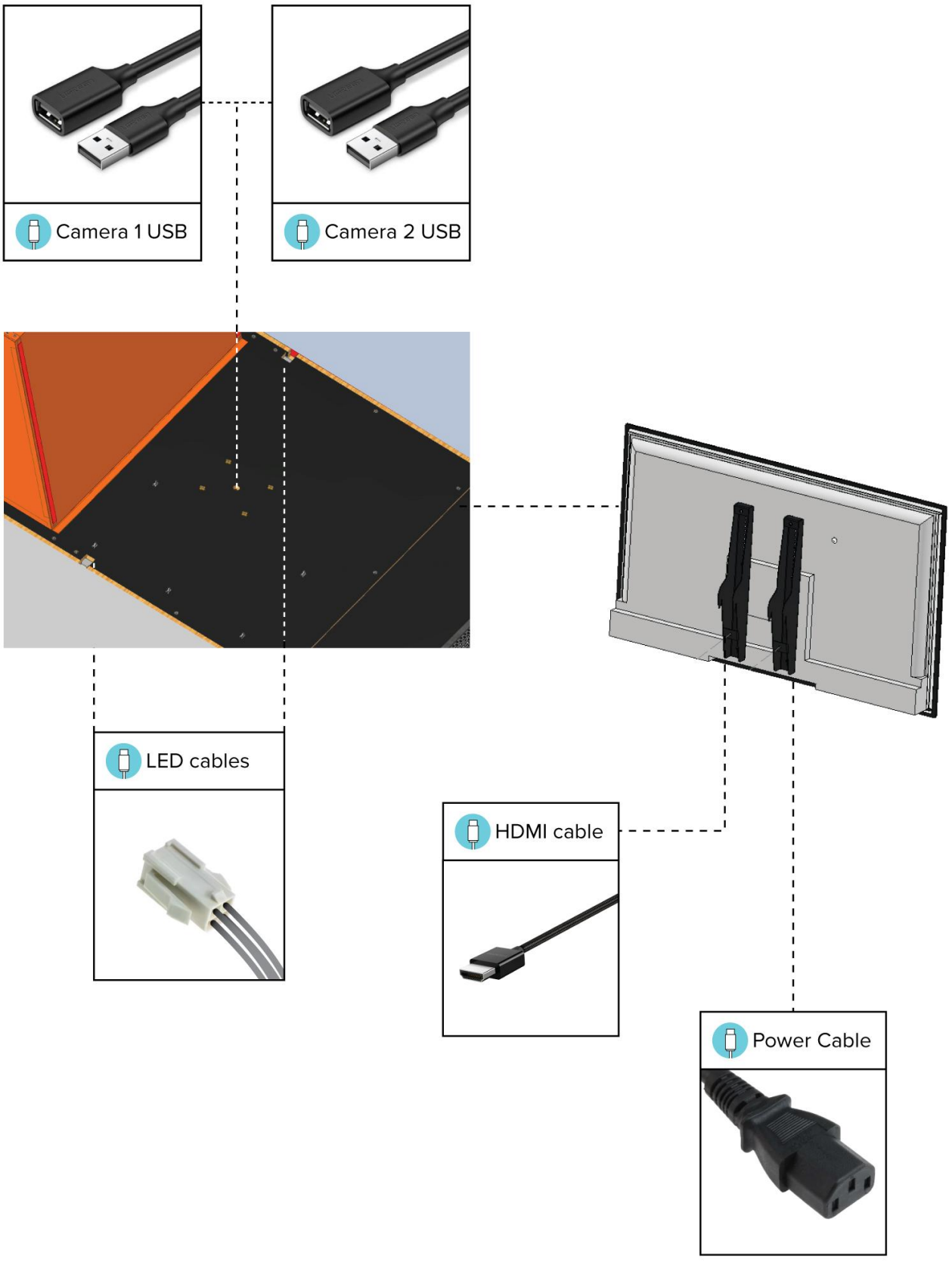
Install the TV by fitting it on the TV mounting plate and fastening it with the indicated type/ number of bolts and washers.

Ensure the harnessing in the highlighted areas is connected.



STEP 19 Wiring Instructions

The following cables must be connected to their corresponding parts:

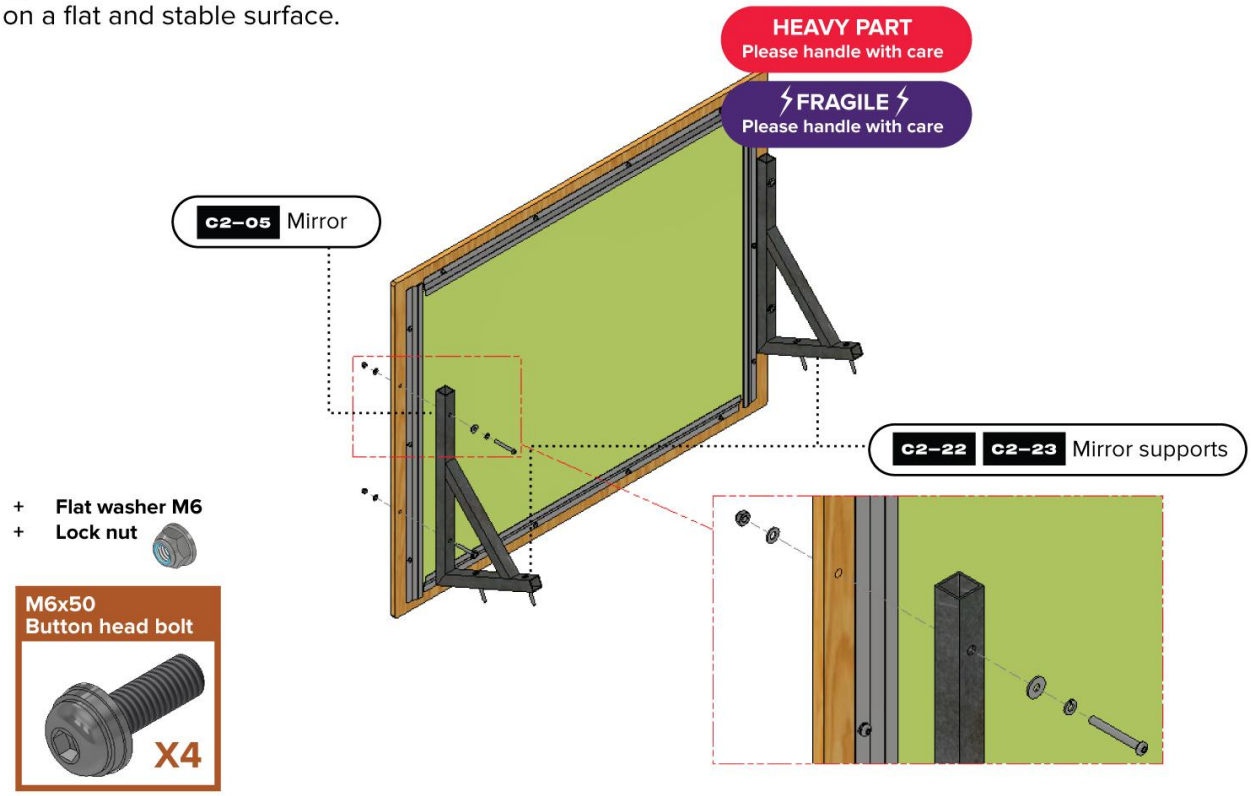


STEP 20 Install mirror supports

Parts required for assembly:

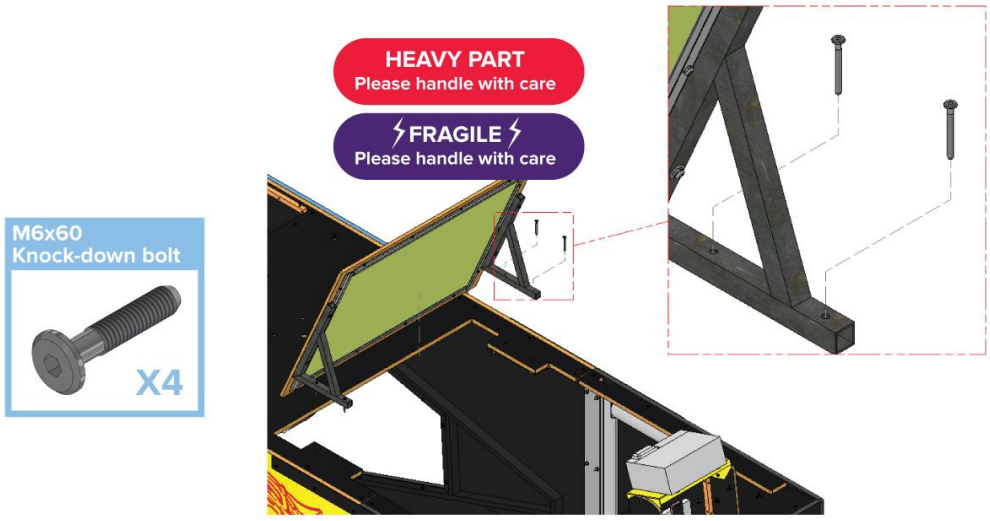
C2–05 Mirror | C2–22 C2–23 Mirror supports

Install the mirror supports to the mirror with the indicated type/ number of bolts and washers. This should be done on a flat and stable surface.



STEP 21 Install mirror unit

Position the assembled mirror unit as shown.
Install the mirror unit with the indicated type/ number of bolts.



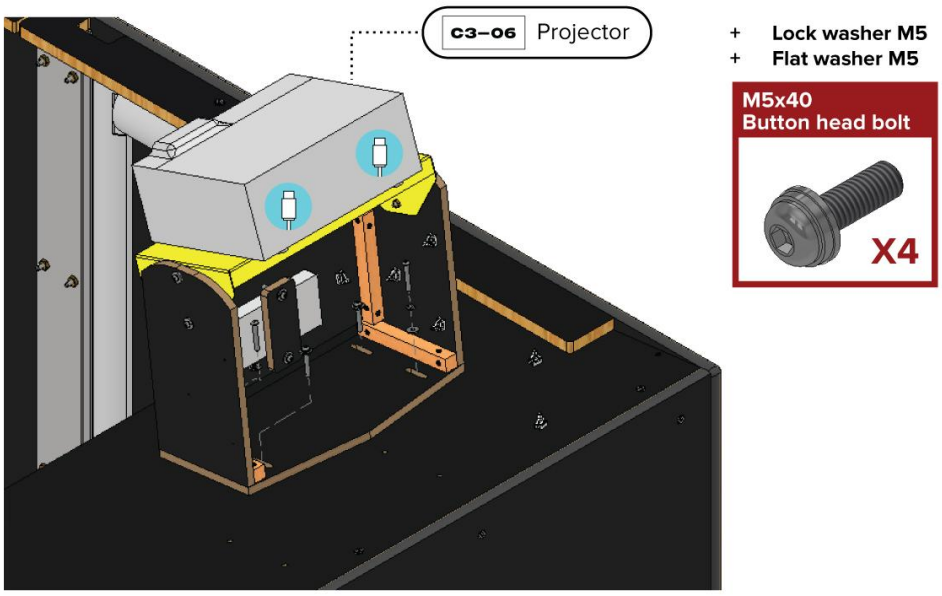
STEP 22 Install projector

Parts required for assembly:

C3–06 Projector

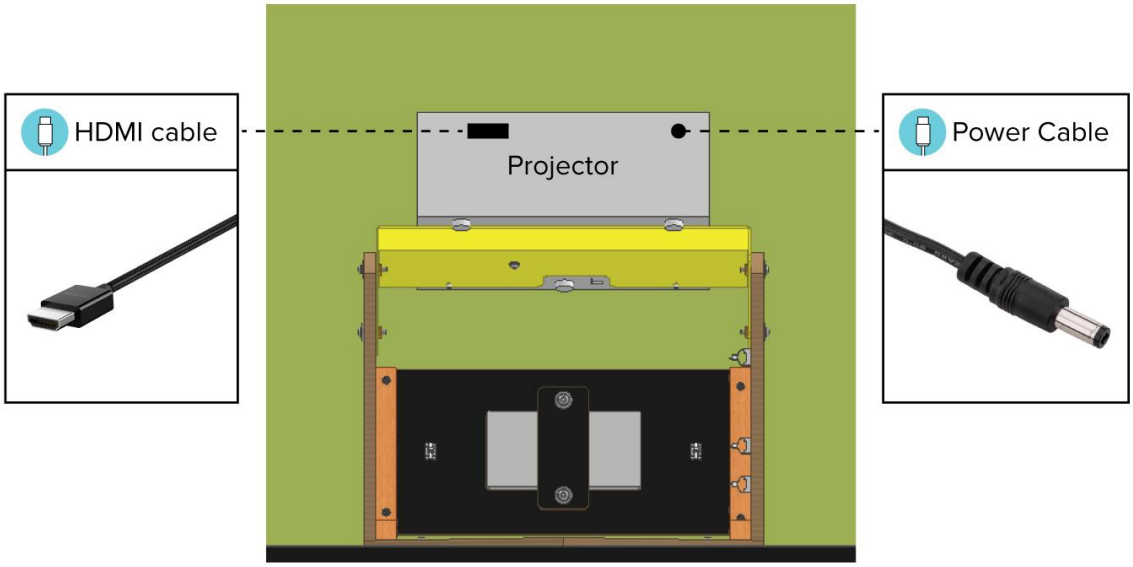
Install the projector with the indicated type/ number of bolts and washers.

Ensure the harnessing in the highlighted areas is connected.



STEP 22 Wiring Instructions

The following cables must be connected to their corresponding parts:

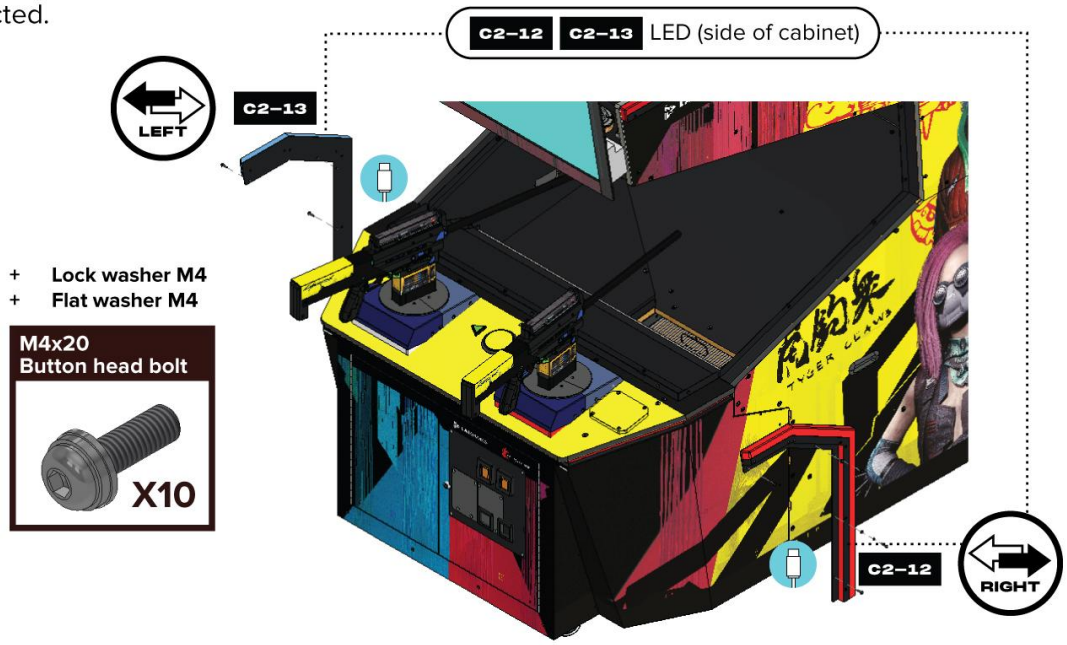


STEP 23 Install LED strips

Parts required for assembly:

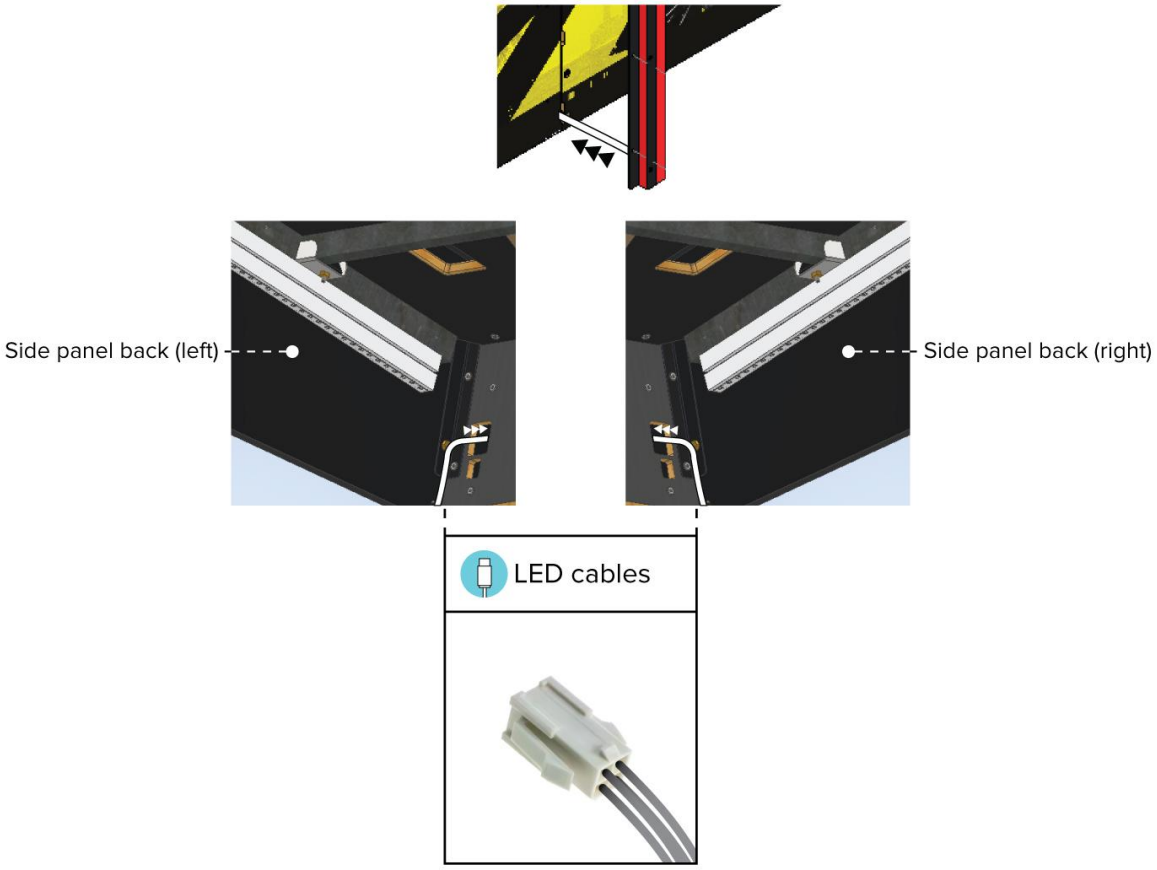
C2-12 C2-13 LED (side of cabinet)

Position the LED strips on **BOTH SIDES OF THE CABINET** as shown and install with the indicated type/ number of bolts and washers. Ensure the harnessing in the highlighted areas is connected.



STEP 23 Wiring Instructions

The following cables must be connected to their corresponding parts:

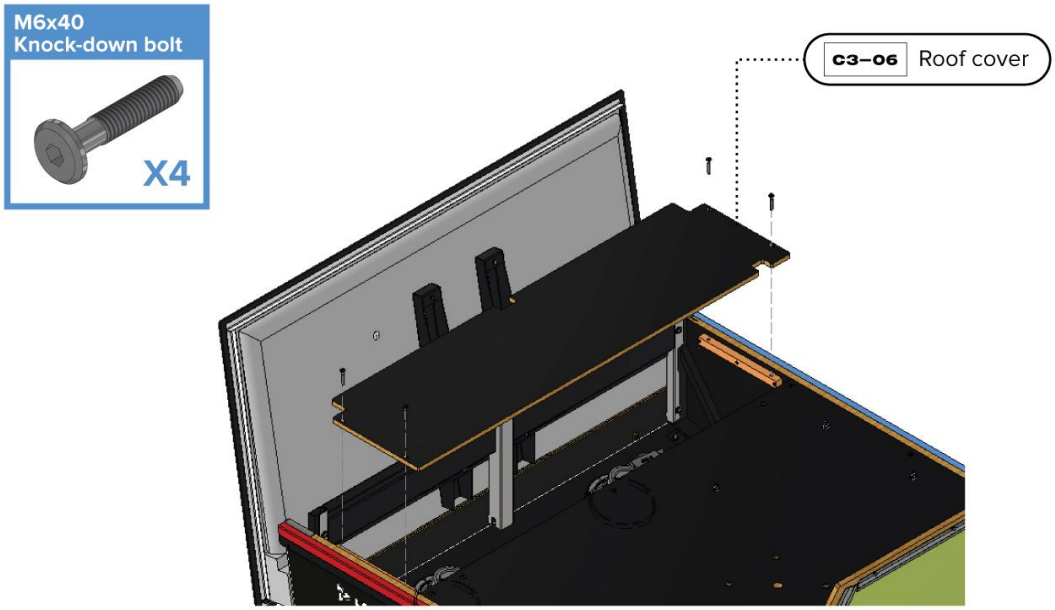


STEP 24 Install roof cover

Parts required for installation:

C3–06 Roof cover

Install the roof cover with the indicated type/ number of bolts.

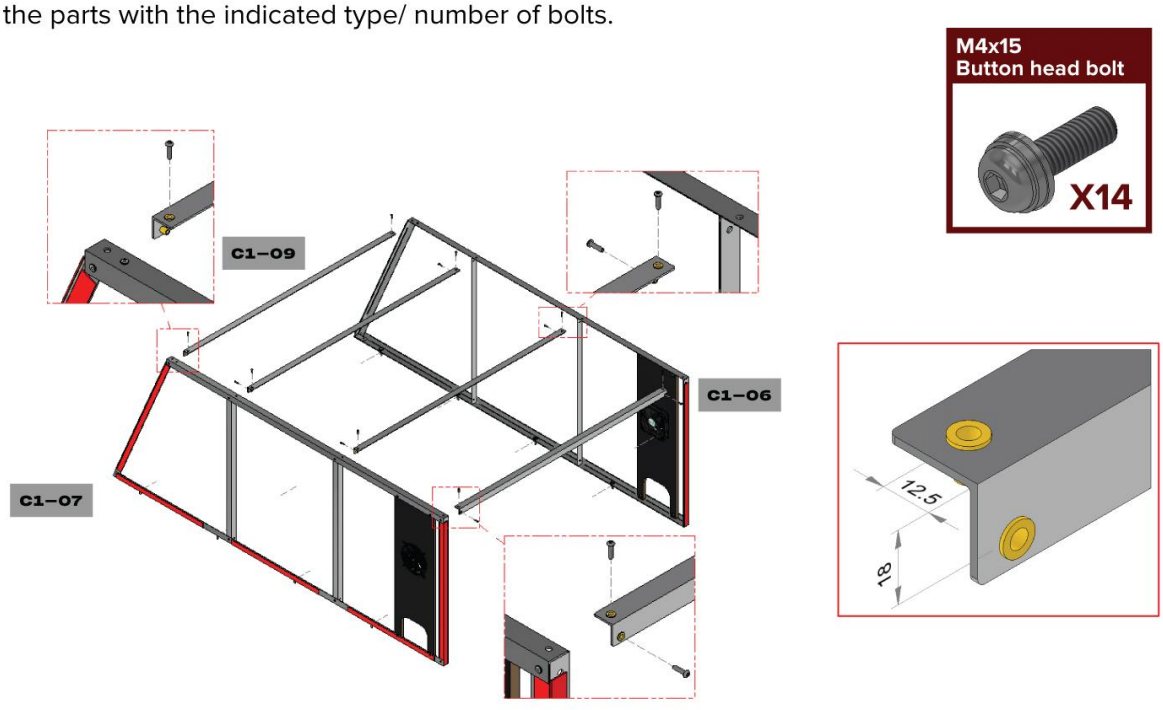


STEP 25 Assemble roof tent frame

Parts required for assembly:

C1–06 C1–07 C1–09

Install the parts with the indicated type/ number of bolts.

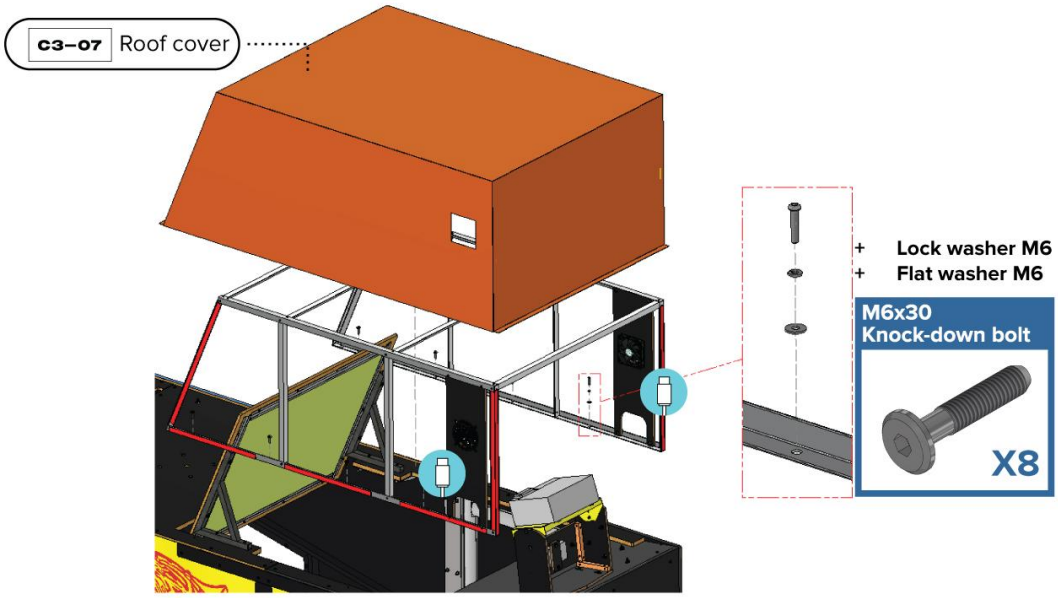


STEP 26 Install roof tent

Parts required for installation:

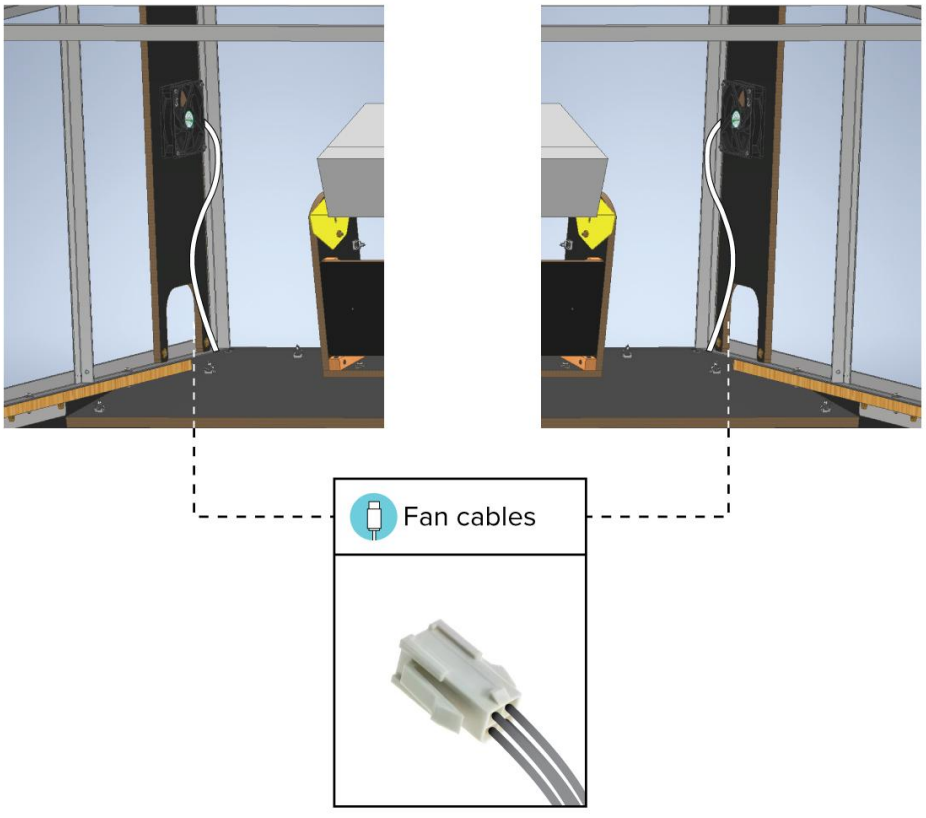
C3–07 Roof cover

Install the roof tent frame with the indicated type/ number of bolts and washers. Next, attach the roof cover.
Ensure the harnessing in the highlighted areas is connected.



STEP 26 Wiring Instructions

The following cables must be connected to their corresponding parts:

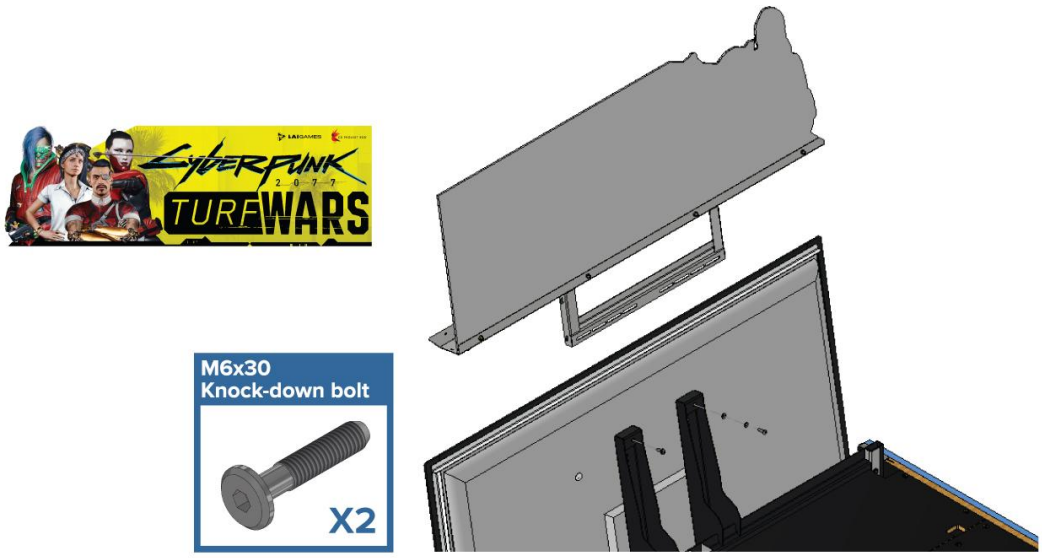


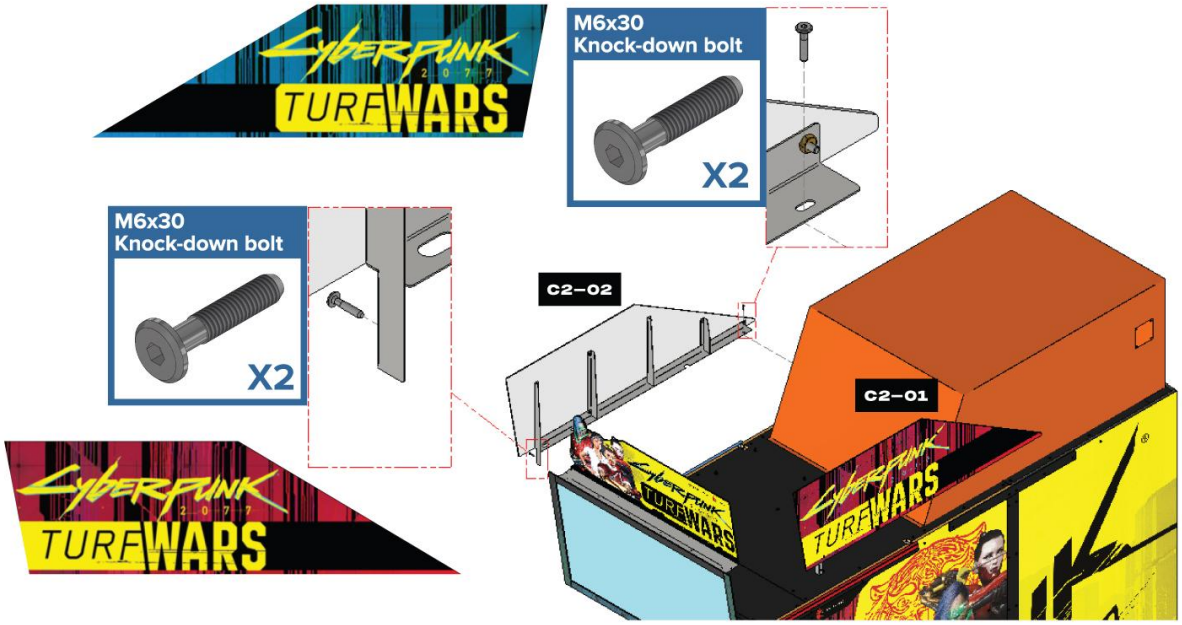
STEP 27 Install headers

Parts required for installation:

C2–01 C2–02

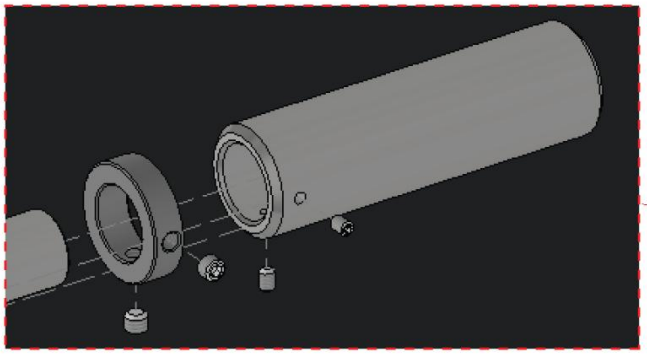
Position the headers **ON TOP OF THE TV AND BOTH SIDES OF THE CABINET** as shown and install them with the indicated type/ number of bolts and washers.



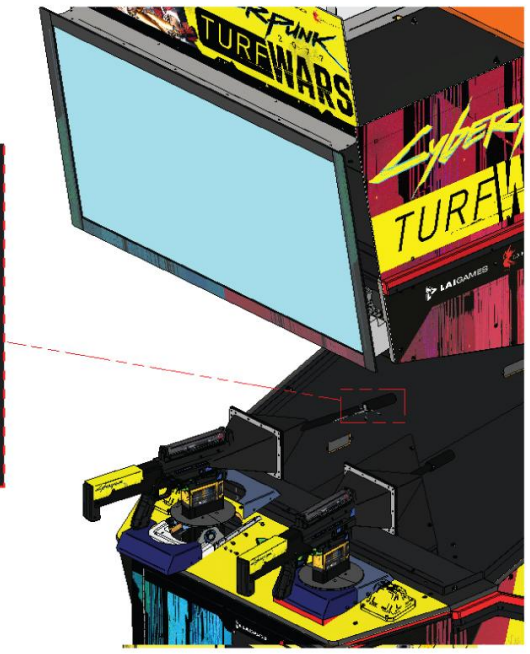


STEP 28 Remove gun shaft collar and barrel attachment

Remove the gun shaft collar and barrel attachment on both guns.
Please keep the removed parts and socket screws for assembly in step 30.



Remove the socket screws on the gun shaft collar

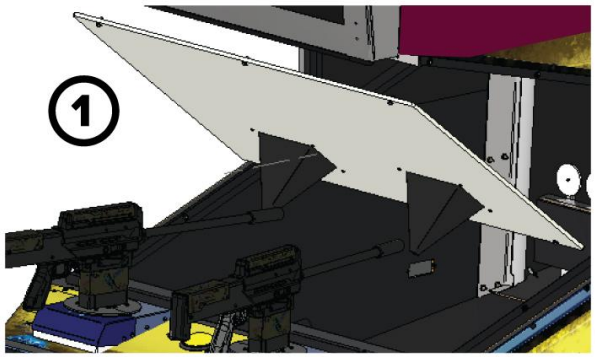


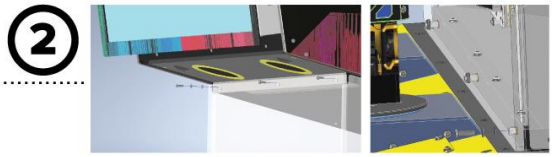
STEP 29 Install front acrylic screen

Position the front acrylic screen as shown.
① Guide the guns through the nets.
② Install with the indicated type/ number of bolts and washers.
There are optional nets to put on the screen if needed.

+ Lock washer M6
+ Flat washer M6

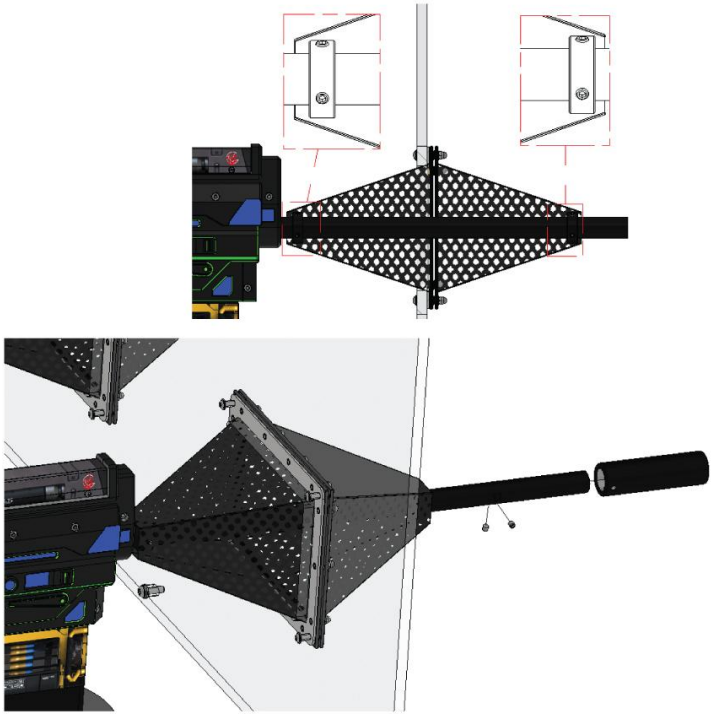
M6x20
Button head bolt





STEP 30 Install shaft collar and barrel attachment

Install the shaft collar and barrel attachment on both guns with the removed socket set screws from step 28.



STEP 31 Install side acrylic screens

Install the side acrylic screens **ON BOTH SIDES OF THE CABINET** with the indicated type/ number of bolts and was.

STEP 32 Install bench attachment

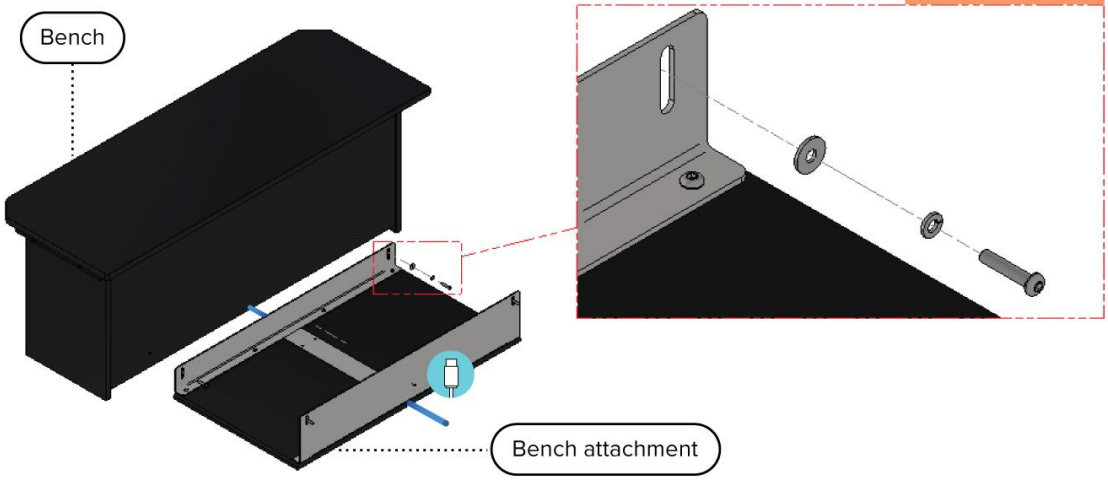
Parts required for installation:

Bench | Bench attachment

Install the bench attachment to the bench with the indicated type/ number of bolts and washers. Ensure the harnessing for the bench LED lighting runs through the channel beneath the bench attachment.

+ Lock washer M6
+ Flat washer M6

M6x30
Button head bolt



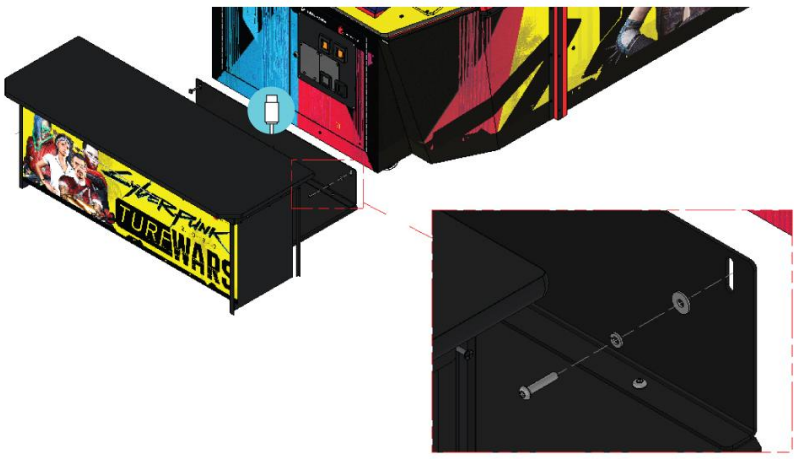
STEP 33 Install bench

Install the bench assembly to the cabinet with the indicated type/ number of bolts.

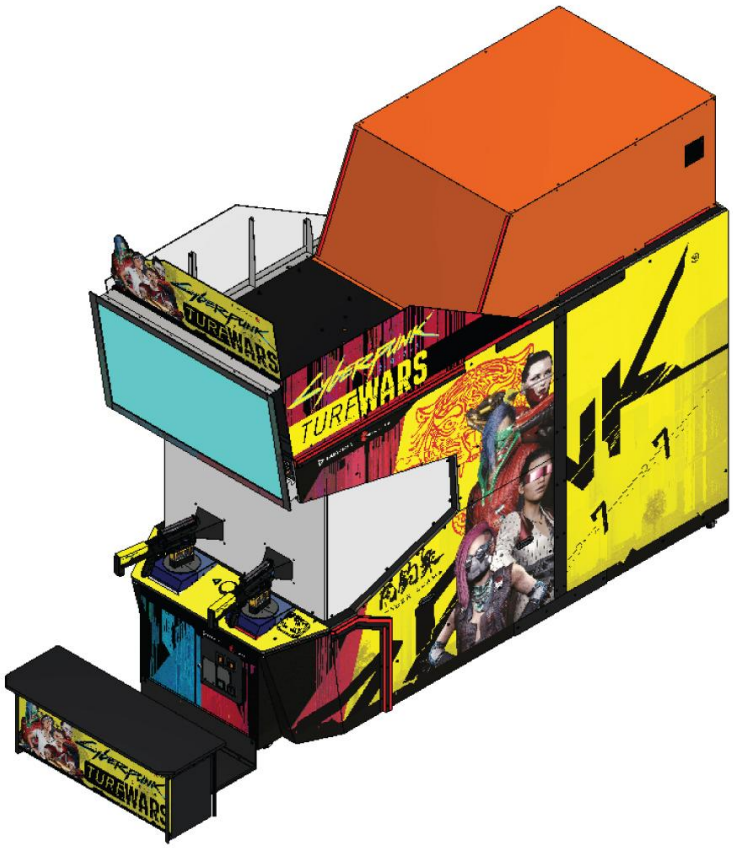
Ensure the harnessing in step 32 is connected to power the bench LED lighting.

+ Lock washer M6
+ Flat washer M6

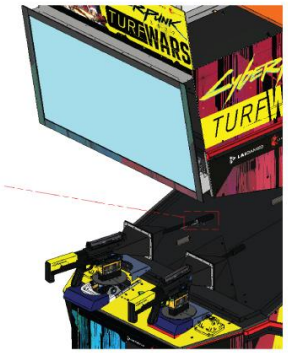
M6x30
Button head bolt



CABINET ASSEMBLY COMPLETE



STEP 34 Ensure the following:



1

LAN cable is connected to the game and LAN port. (LAN cable preferred)

2

Security dongle is connected to the PC.

3

Connect the AC cable to the game, then to the main power source to turn it on.

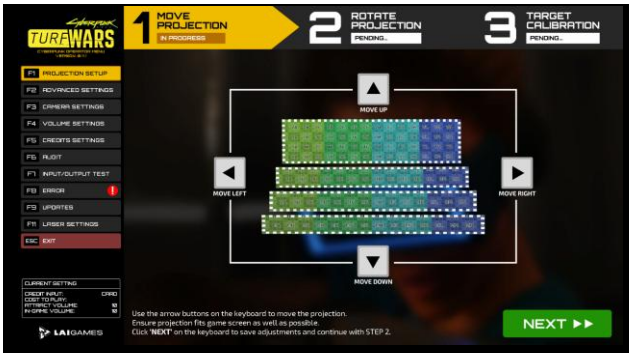
4

Follow instructions on screen for setup.

Projection setup

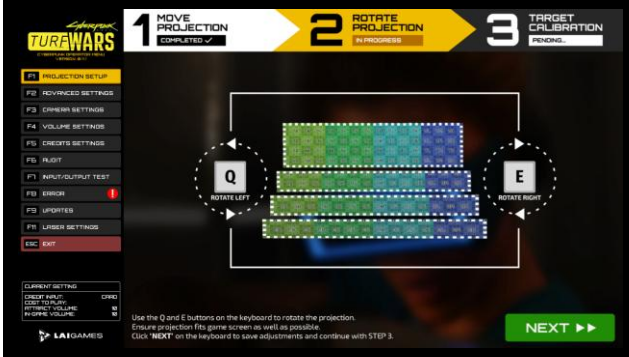
NOTE

- Projection setup must be done before the game can be played.
- To access the operator menu, press Fn + F1.



Move projection

Move the projection using the arrow buttons on the keyboard. Press [ENTER] on the keyboard or click [NEXT] to save the adjustments and continue with the next step.



Rotate projection

Rotate the projection using the Q and E buttons on the keyboard. Press [ENTER] on the keyboard or click [NEXT] to save the adjustments and continue with the next step.

Target calibration

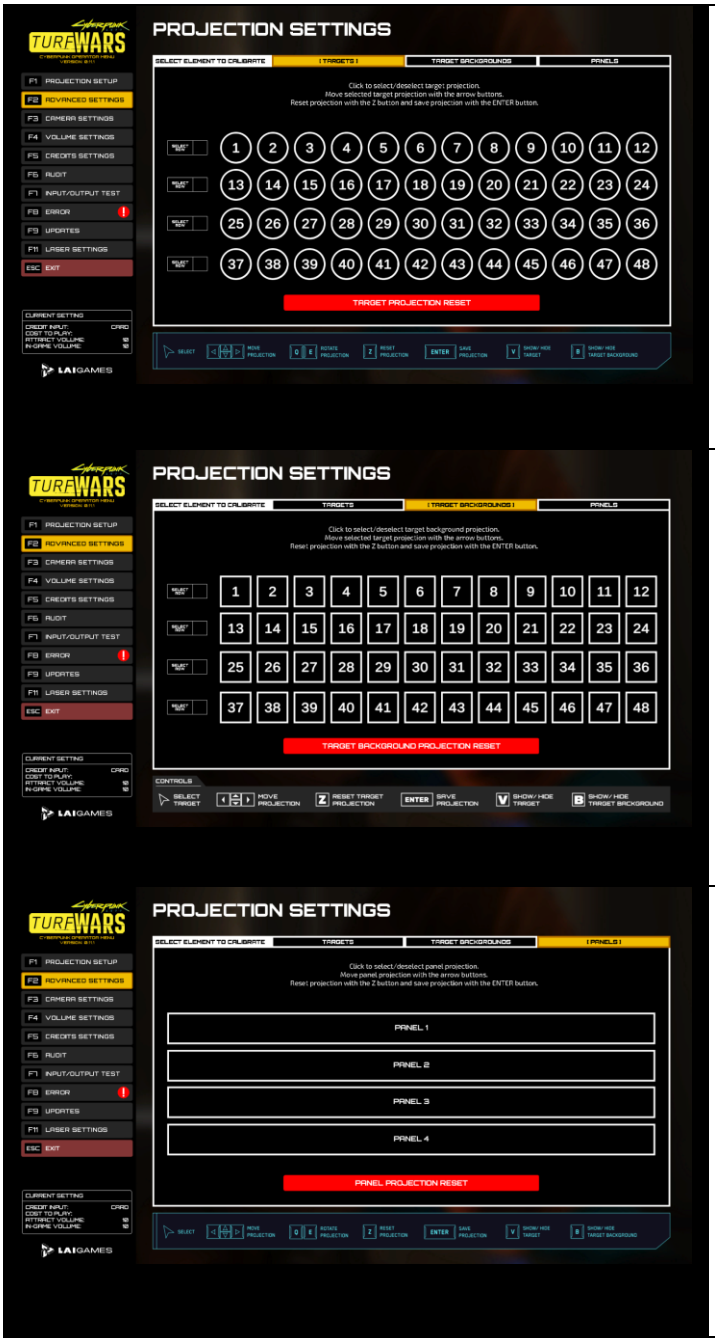
Calibrate the following targets: 1, 12, 13, 24, 25, 36, 37, 48 using the arrow buttons. Align the red dot at the center of each target projection with the corresponding physical target. Press [ENTER] on the keyboard or click [NEXT] to save the calibration and move to the next target.

MILESTONE: PROJECTION SETUP COMPLETE. THE GAME CAN NOW BE PLAYED.

6. Operator menu overview

NOTE **- To access the operator menu, press Fn + F1.**

6.1 Advanced settings



Target

Click to select or deselect the target projection. Move the selected target projection using the arrow buttons on the keyboard.

To reset the projection, press the Z button on the keyboard.

To save the adjustments, press [ENTER] on the keyboard.

Target background

Click to select or deselect the target background projection. Move the selected target background projection using the arrow buttons on the keyboard.

To reset the projection, press the Z button on the keyboard.

To save the adjustments, press [ENTER] on the keyboard.

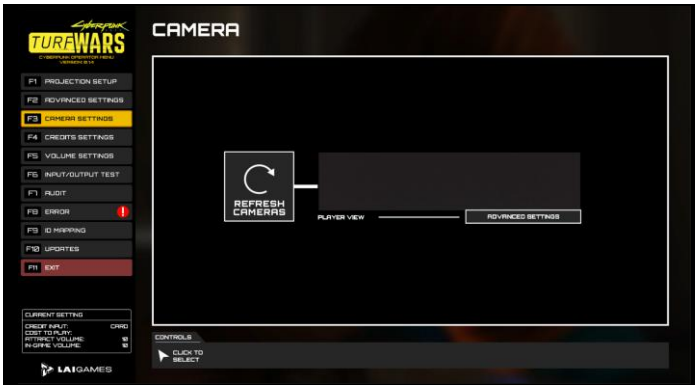
Panel

Click to select or deselect the panel projection. Move the selected panel projection with the arrow buttons on the keyboard.

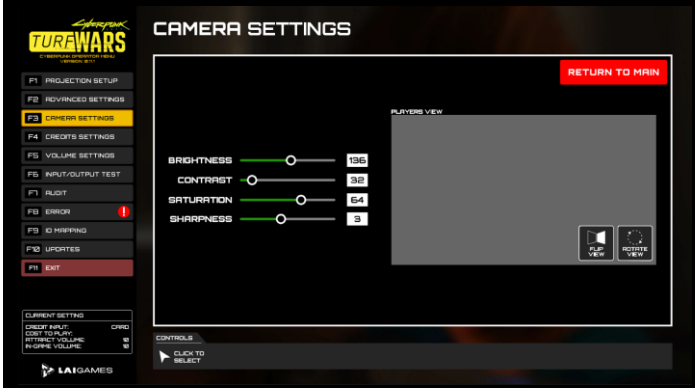
To reset the projection, press the Z button on the keyboard.

To save the adjustments, press [ENTER] on the keyboard.

6.2 Camera settings



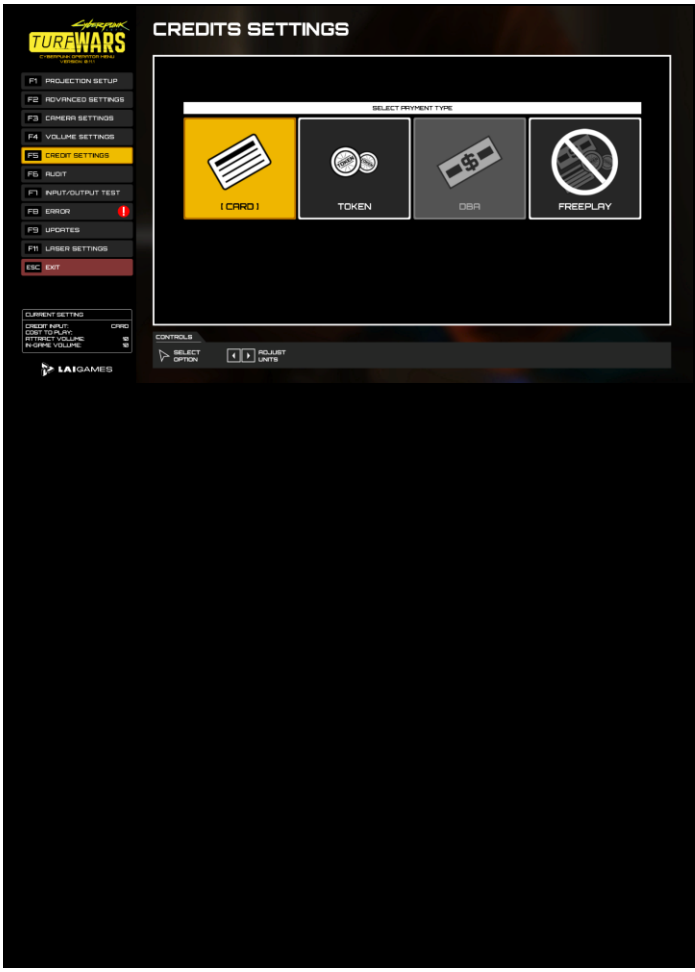
Refresh camera to reload camera views



Advanced settings:

- Brightness
- Contrast
- Saturation
- Sharpness
- Flip view
- Rotate view

6.3 Credits settings



Select the credit type for the game:

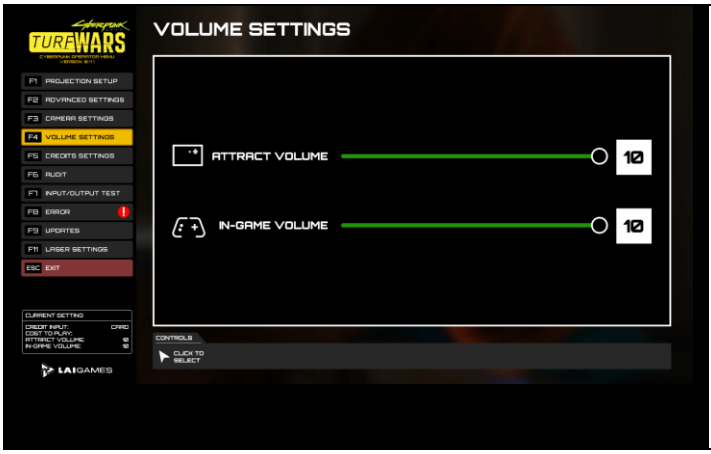
Card
- Common Coin: *Adjustable On/Off*
- Payment Prompt: *Adjustable Tap to Play, Swipe to Play, Insert Credit*

Token
- Common Coin: *Adjustable On/Off*
- Tokens per Credit: *Adjustable 1-10*
- Payment Prompt: *Adjustable Insert Token, Insert Coin, Insert Coins, Insert Credit*

Cash
- Common Coin: *Adjustable On/Off*
- Currency: *Adjustable Dollar, Euro, Rupiah, Philippine Peso, Pounds*
- Coin Mech 1 Value: *Adjustable based on currency*
- Coin Mech 2 Value: *Adjustable based on currency*
- Credit Value: *Adjustable based on currency*
- Payment Prompt: *Adjustable Insert (price), Insert Coin, Insert Coins, Insert Credit*

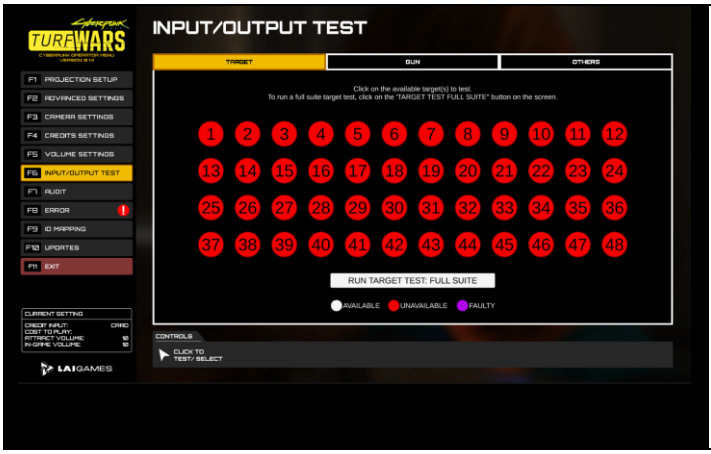
	Freeplay If this payment type is selected, the game can be played for free. **Payment settings detailed** Common Coin *Default Off, Adjustable On / Off* If the setting is ON, coin 1 and coin 2 contribute to the same coin pool, which is accessible by either player. If the setting is OFF, they are counted separately and only player 1 can use the credits from coin mech 1, and only player 2 can use coin mech 2 credits. **Payment Prompt** Changes the wording that the payment method prompt label uses.

6.4 Volume settings

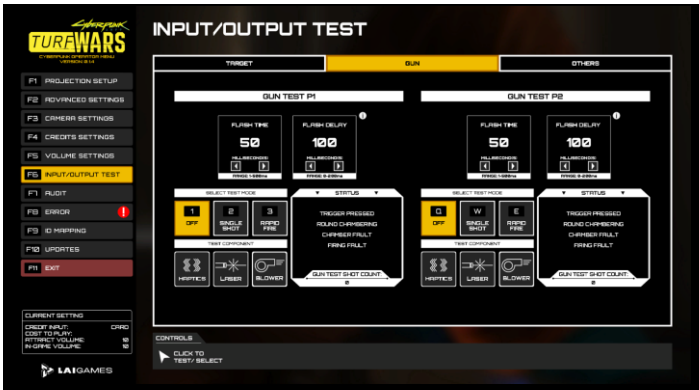


Attract volume: 0-10 Adjust the volume for attract mode. In-game volume: 0-10 Adjust the volume for in-game sound.

6.5 Input/ Output Test


TURFWARS
INPUT/OUTPUT TEST
TARGET
GUN
OTHERS
Click on the available target(s) to test.
To run a full suite target test, click on the "TARGET TEST FULL SUITE" button on the screen.
1 2 3 4 5 6 7 8 9 10 11 12
13 14 15 16 17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45 46 47 48
RUN TARGET TEST: FULL SUITE
AVAILABLE
UNAVAILABLE
FAULTY
CONTROLS
CLICK TO TEST/ SELECT
F1 PROJECTION SETUP
F2 ADVANCED SETTINGS
F3 CAMERA SETTINGS
F4 CREDITS SETTINGS
F5 VOLUME SETTINGS
F6 INPUT/OUTPUT TEST
F7 AUDIT
F8 ERROR
F9 ID MAPPING
F10 UPDATES
F11 EXIT
LAIGAMES

Target Click on any of the available target(s) to test if the target is working. There are a total of 5 target status: Available, Available (Down), Unavailable, Faulty.



Gun
To adjust the laser flash values:
Select **FLASH TIME** or **FLASH DELAY**.

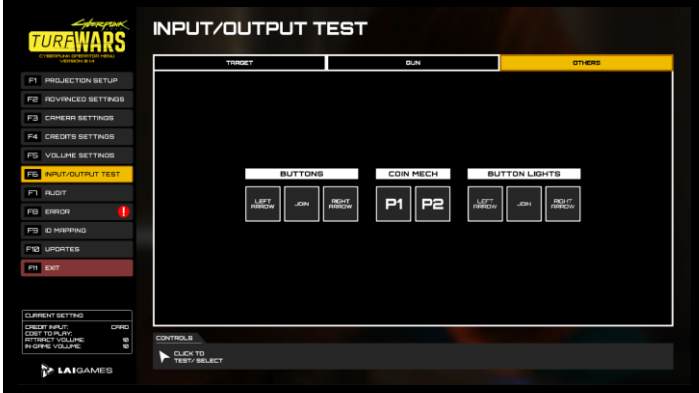
Change the value by clicking the arrows or
by pressing the up/ down buttons on the keyboard.

FLASH TIME:
If the laser pulse is too short:
increase FLASH TIME.

FLASH DELAY:
If the laser is seen on the panel/target before the round is fired:
increase FLASH DELAY.

If the laser is seen on the panel/target after the round is fired:
decrease FLASH DELAY.

If the laser is not seen on the fired round(s):
increase FLASH DELAY.



Others
- Buttons
- Coin Mech
- Button Lights
- Gun Test P1
- Gun Test P2

6.6 Audit

Coin Mech Count
- Total, Player One, Player Two

Play Count
- Total, Story, Versus, Sniper

Service Credit Count
-Total, Player One, Player Two

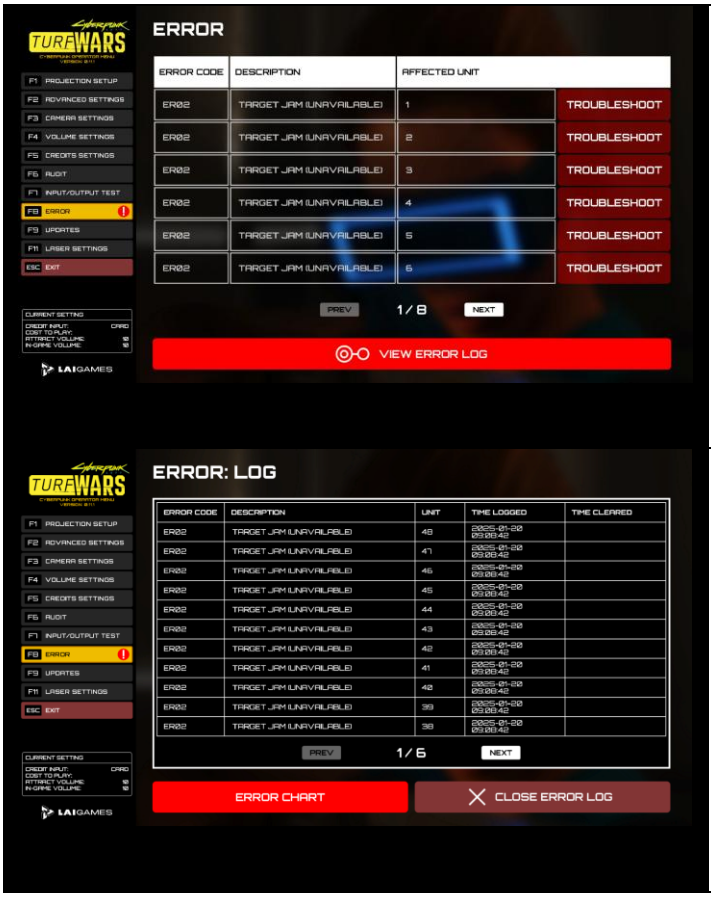
Freeplay count
- Total, Player One, Player Two

Total shot count
- Total, Player One, Player Two

Game Time: (DD:HH:MM)

Target Cycle Count
- Target 1-48

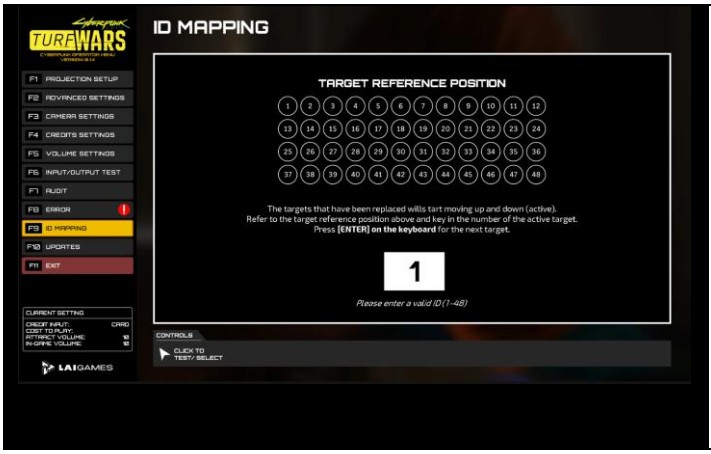
6.7 Error



Available troubleshooting for errors is shown on this page. Click the ‘Troubleshoot’ button to address the error. Follow the on-screen instructions to address the error.

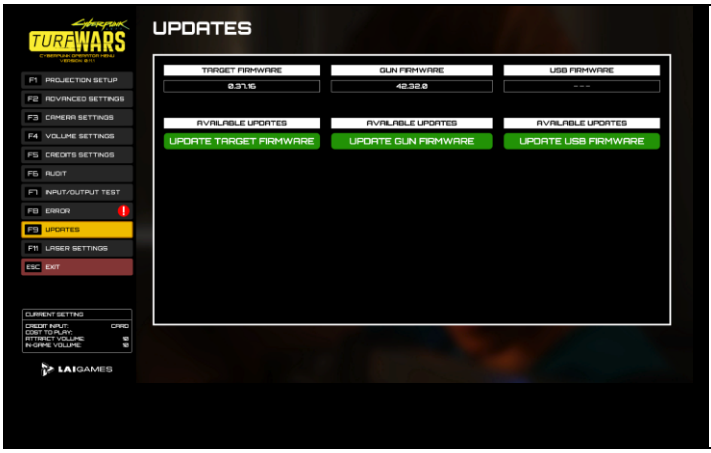
History of errors occurred can be found under the error log.

6.8 ID Mapping


ID MAPPING
TARGET REFERENCE POSITION
The targets that have been replaced will start moving up and down (active).
Refer to the target reference position above and key in the number of the active target.
Press [ENTER] on the keyboard for the next target.
1
Please enter a valid ID (1-48)

One of the target(s) that has been replaced will be in an upright position at any given time. Refer to the target reference position and input the number of the active target(s). Press [ENTER] on the keyboard to map the next target.

6.9 Updates



Available updates for target, gun and USB firmware are listed on this page. Click the ‘Update’ button and follow the on-screen instructions to update the respective firmware.

7. Troubleshooting

7.1 Error codes

Error Codes	Description	Potential Cause	Troubleshooting Steps
ER01	**Target jammed (faulty)**	The target's connection is loose or unplugged.	Restart the machine. Check that the wiring is properly connected, and that the connection is not loose or unplugged. If the error persists, replace the target.
		The target is damaged.	Replace the affected target.
ER02	**Target jammed (unavailable)**	The target is damaged.	Replace the affected target.
ER03/04	**P1/P2 gun jammed**	**Note: Restart the machine. If the error persists, turn the machine off and check the following sequentially. If the error persists after troubleshooting, contact support for assistance.**	
		The Gun/motor connection is loose or unplugged.	Check that the gun and motor wiring are properly connected. If the connections are properly connected, unplug and reconnect.
		There are no balls within the ammo feed.	Refill the ammo feed.
		There are cracked ball(s)/ foreign object(s) stuck in ammo feed.	1. Remove the ammo feed adapter and allow all balls to fall back into ammo feed. 2.Remove screws holding the ammo feed and disconnect the ammo feed motor. 3.Remove the ammo feed along with all the balls. Check for and remove any obstruction(s). 4.Reinstall all parts.
		The barrel is jammed by cracked ball(s)/ foreign object(s).	1. Remove the side visor of the cabinet. 2. Remove the gun cover. 3. Remove the right side of the gun engine, then remove the spring and the latch.

			4. Using the provided brush for clearing the gun barrel, push through from the front of the barrel to remove any cracked ball(s)/ foreign object(s). 5. Reinstall all parts.
		The gun is damaged.	Replace the gun.
ER05	**Left button jam**	The button is being pressed.	Remove the object pressing on the button.
		The button is damaged.	Replace the button.
ER06	**Right button jam**	The button is being pressed.	Remove the object pressing on the button.
		The button is damaged.	Replace the button.
ER07	**Start button jam**	Button is being pressed.	Remove the object pressing on the button.
		The button is damaged.	Replace the button.
ER08	**P1 coin mech jam**	The coin mech is obstructed.	Remove the obstruction in coin mech.
		The coin mech is damaged.	Replace the coin mech.
ER09	**P2 coin mech jam**	The coin mech is obstructed.	Remove the obstruction in coin mech.
		The coin mech is damaged.	Replace the coin mech.
	The laser is not aligned	The position of the laser shifted over time.	1.Remove the gun cover. 2.Remove the trigger and the haptic module on the gun to access the laser module. 3.Adjust the laser position by tweaking the 4 screws around it.
	Low pressure value for the blower	The air filter is dirty.	Replace the air filter.
		The blower is damaged.	Replace the blower.
	The webcam is undetected	The webcam is damaged.	Restart the machine. Check that all cables are properly connected. If error persists, replace the webcam.

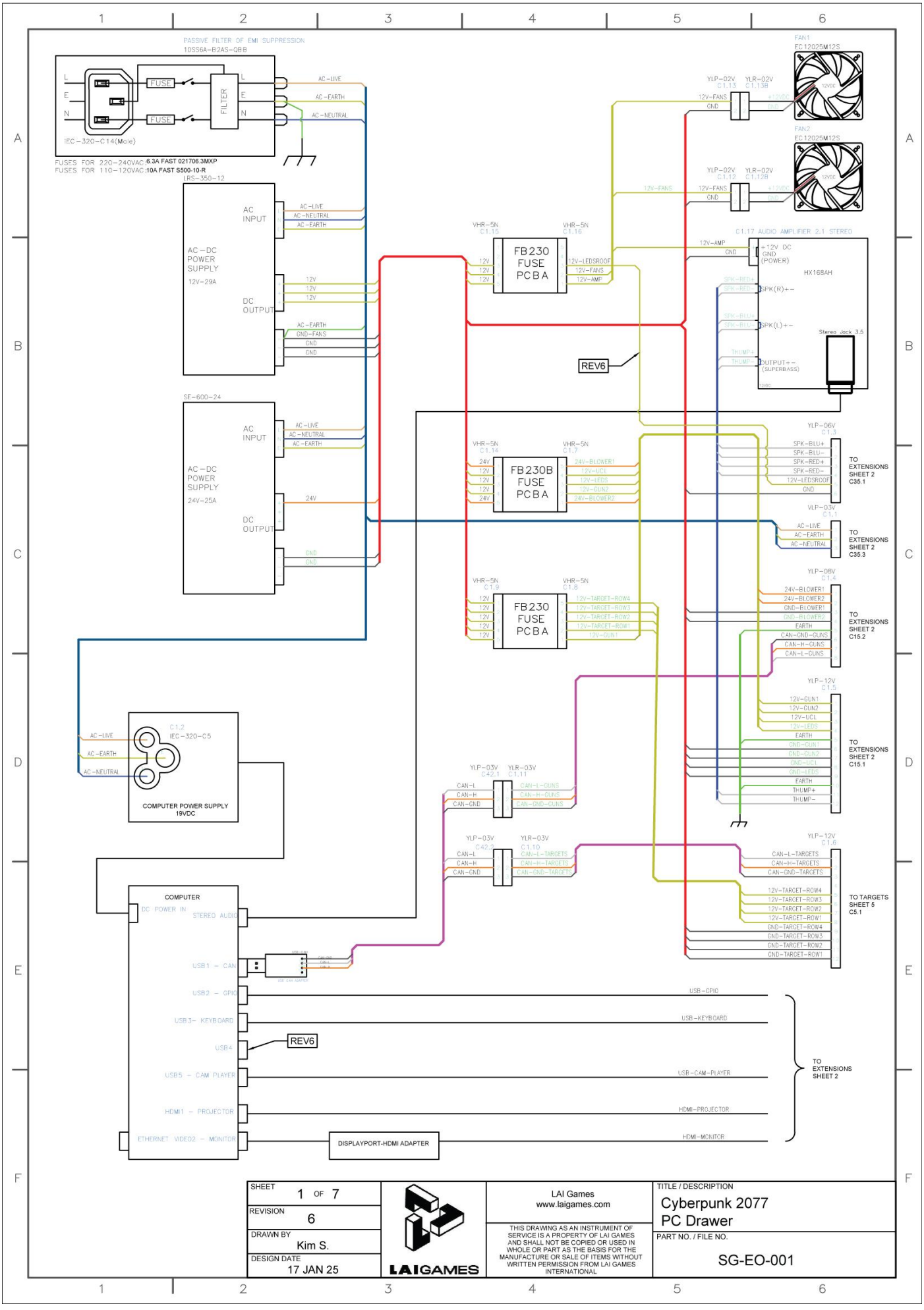
	The projector is not working	The projector connection is loose or unplugged.	Restart the machine. Check that all the cables are properly connected. If error persists, replace the projector.
	The projected image is not sharp	The projector lens is not focusing.	Manually adjust the ring on the lens of the projector until the projected image is sharp.
	The monitor is not working	The monitor connection is loose or unplugged.	Restart the machine. Check that all the cables are properly connected. If error persists, replace the monitor.
	The LED lights are not working	The LED lights are unavailable/ damaged.	Restart the machine. Check that all the cables are properly connected.
	Game crash	The PC is overheating. The PC is encountering operating system issues.	Restart the machine. If the error persists, contact support for assistance.

8. Maintenance and replacement

System	Component	Description	Steps	Frequency	Equipment needed
Gun	Barrel	The gun barrel becomes clogged with debris and foreign object over time.	Use the barrel cleaning kit from the accessories box to perform a simple pass through the barrel.	Every 6 months	Barrel cleaning kit (Barrel brush)
	Blower air filter	The air filter becomes clogged over time.	Replace the air filter with a new one.	Every 6 months	Air filter replacement
	Balls	The balls used in the game become dirty or crack after repeated cycles.	Remove the ammo feed and adapter. Empty all the balls from the ammo feed. Replace them with a new bag of 1,000 balls.	Every 1 year	New bag of balls
Target	Target panels	The target panels accumulate debris and become dirty over time.	Apply some cleaning solution on a dry piece of cloth/ paper. Wipe down the target panels with the cleaning solution on a dry piece of cloth/ paper. Please only wipe down target panel area with projection.	Every 1 year	Cleaning solution Dry piece of cloth/ paper *Note: Do not clean with water.* *Note: Do not pour cleaning solution on the targets. Doing so will damage the targets.*
Background	Background panels	The background panels accumulate debris and become dirty over time.	Apply some cleaning solution on a dry piece of cloth/ paper. Wipe down the background panels with the cleaning solution on a dry piece of cloth/ paper.	Every 1 year	Cleaning solution Dry piece of cloth/ paper *Note: Do not clean with water.*

Cabinet	Interior	The interior of the cabinet become dirty over time.	Vacuum the interior of the cabinet to remove any debris and dust within the cabinet.	Every 3 months	Vacuum cleaner Note: Do not use water to clean the interior of the cabinet. Always remove all visible foreign objects within the cabinet. These can damage the guns and targets.

9. Wiring diagram


PASSIVE FILTER OF EMI SUPPRESSION
10SS6A-B2AS-QBB
FUSE
FILTER
IEC-320-C14(Male)
FUSES FOR 220-240VAC:6.3A FAST 021706.3MXP
FUSES FOR 110-120VAC:10A FAST S500-10-R
LRS-350-12
AC INPUT
AC-DC POWER SUPPLY 12V-29A
DC OUTPUT
SE-600-24
AC-DC POWER SUPPLY 24V-25A
FB230 FUSE PCBA
FB230B FUSE PCBA
REV6
C1.17 AUDIO AMPLIFIER 2.1 STEREO
HX168AH
Stereo Jack 3.5
FAN1 EC12025M12S
FAN2 EC12025M12S
C1.2 IEC-320-C5
COMPUTER POWER SUPPLY 19VDC
COMPUTER
DC POWER IN
STEREO AUDIO
USB1 - CAN
USB2 - GPIO
USB3 - KEYBOARD
USB4
USB5 - CAM PLAYER
HDMI1 - PROJECTOR
ETHERNET VIDEO2 - MONITOR
DISPLAYPORT-HDMI ADAPTER
TO EXTENSIONS SHEET 2 C35.1
TO EXTENSIONS SHEET 2 C35.3
TO EXTENSIONS SHEET 2 C15.2
TO EXTENSIONS SHEET 2 C15.1
TO TARGETS SHEET 5 C5.1
TO EXTENSIONS SHEET 2
SHEET 1 OF 7
REVISION 6
DRAWN BY Kim S.
DESIGN DATE 17 JAN 25
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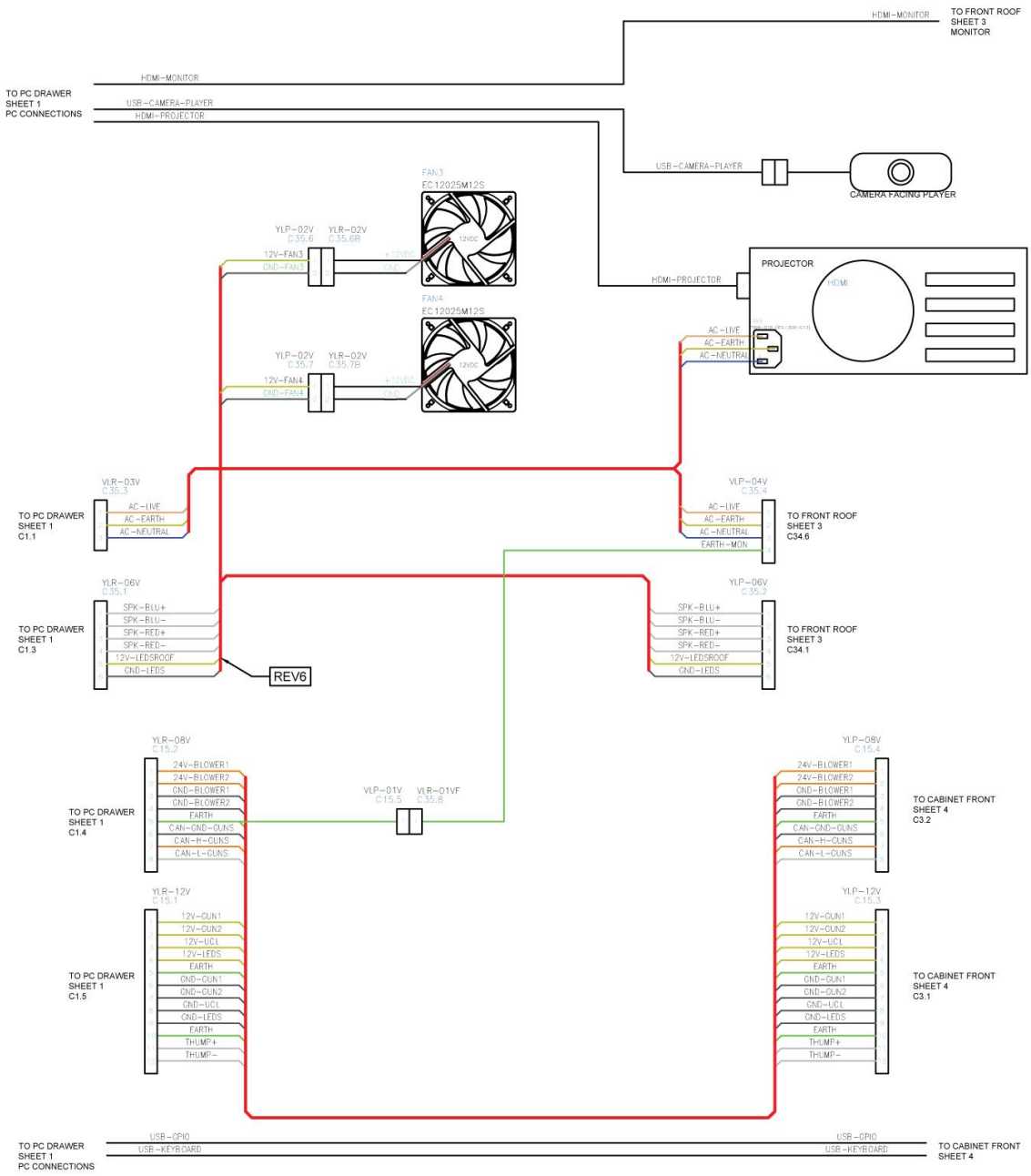
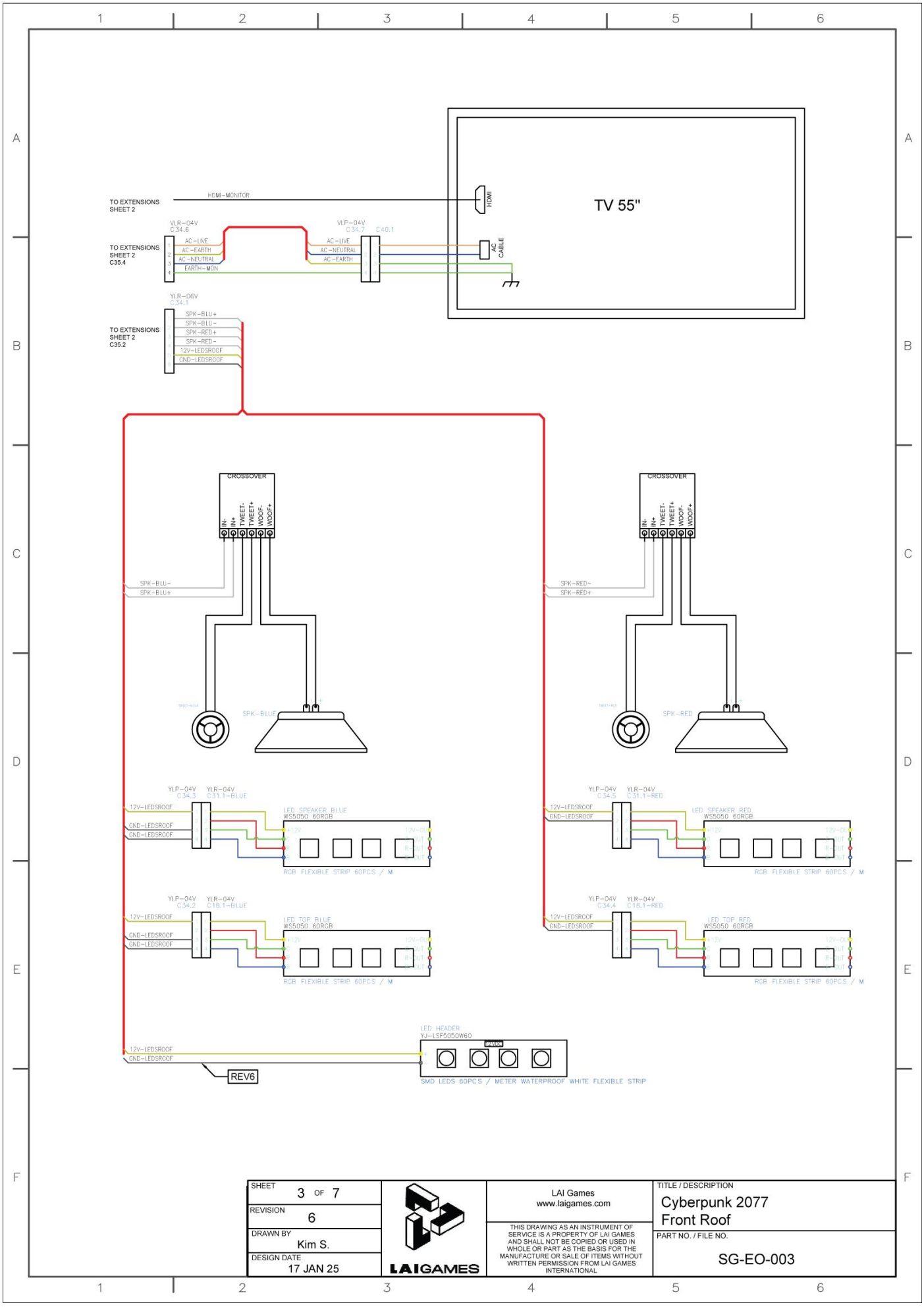
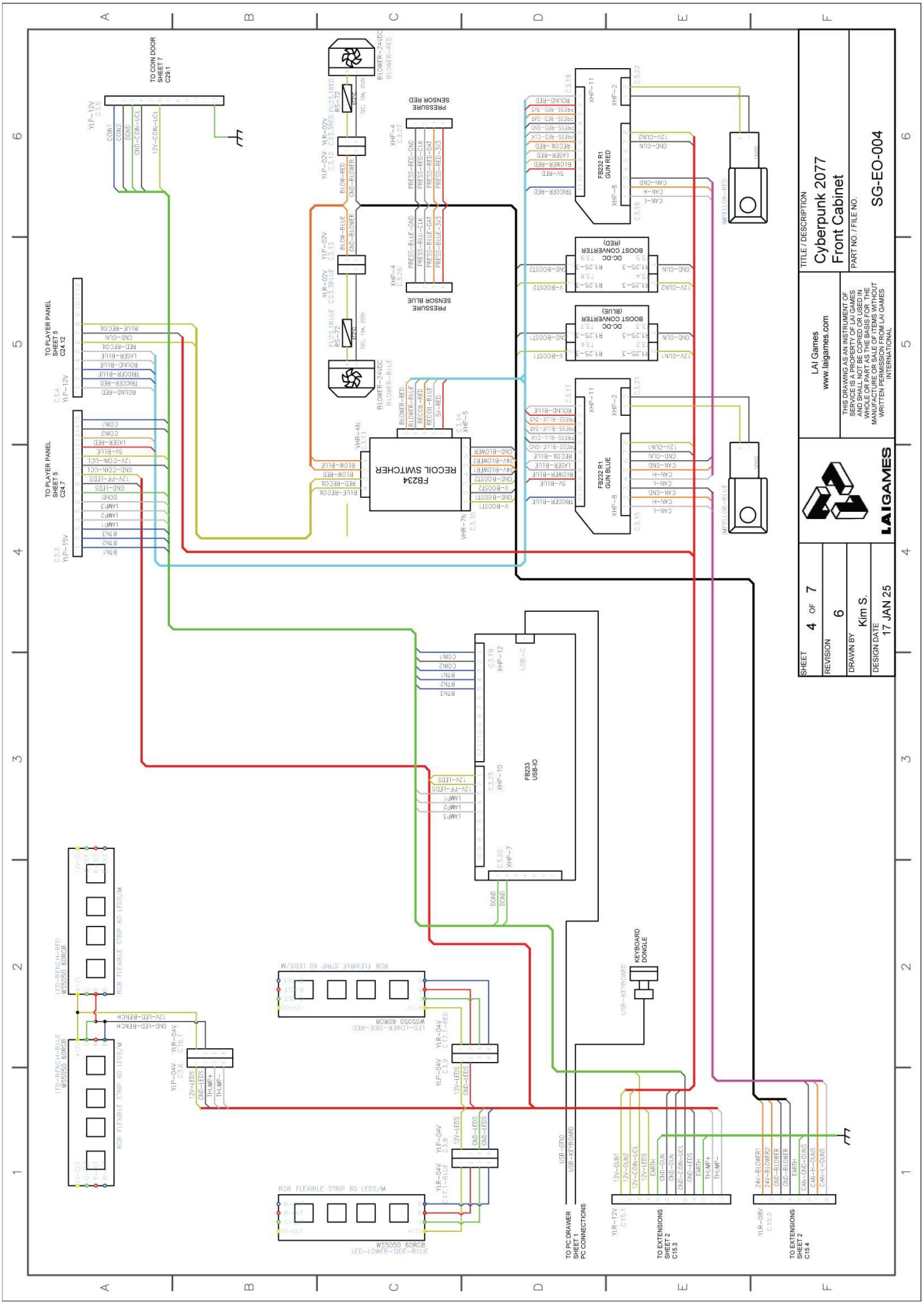
TITLE / DESCRIPTION
Cyberpunk 2077
PC Drawer
PART NO. / FILE NO.
SG-EO-001



SHEET 2 OF 7	LAIGAMES	LAI Games www.laigames.com	TITLE / DESCRIPTION: Cyberpunk 2077 Extensions
REVISION 6		THIS DRAWING AS AN INSTRUMENT OF SERVICE IS A PROPERTY OF LAI GAMES AND SHALL NOT BE COPIED OR USED IN WHOLE OR PART AS THE BASIS FOR THE MANUFACTURE OR SALE OF ITEMS WITHOUT WRITTEN PERMISSION FROM LAI GAMES INTERNATIONAL	PART NO. / FILE NO.: SG-EO-002
DRAWN BY Kim S.			
DESIGN DATE 17 JAN 25			



SHEET 3 OF 7		LAI Games www.laigames.com	TITLE / DESCRIPTION: Cyberpunk 2077 Front Roof
REVISION 6	LAIGAMES	THIS DRAWING AS AN INSTRUMENT OF SERVICE IS A PROPERTY OF LAI GAMES AND SHALL NOT BE COPIED OR USED IN WHOLE OR PART AS THE BASIS FOR THE MANUFACTURE OR SALE OF ITEMS WITHOUT WRITTEN PERMISSION FROM LAI GAMES INTERNATIONAL	PART NO. / FILE NO.: SG-EO-003
DRAWN BY Kim S.			
DESIGN DATE 17 JAN 25			


Cyberpunk 2077
Front Cabinet
SG-EO-004
LAI Games
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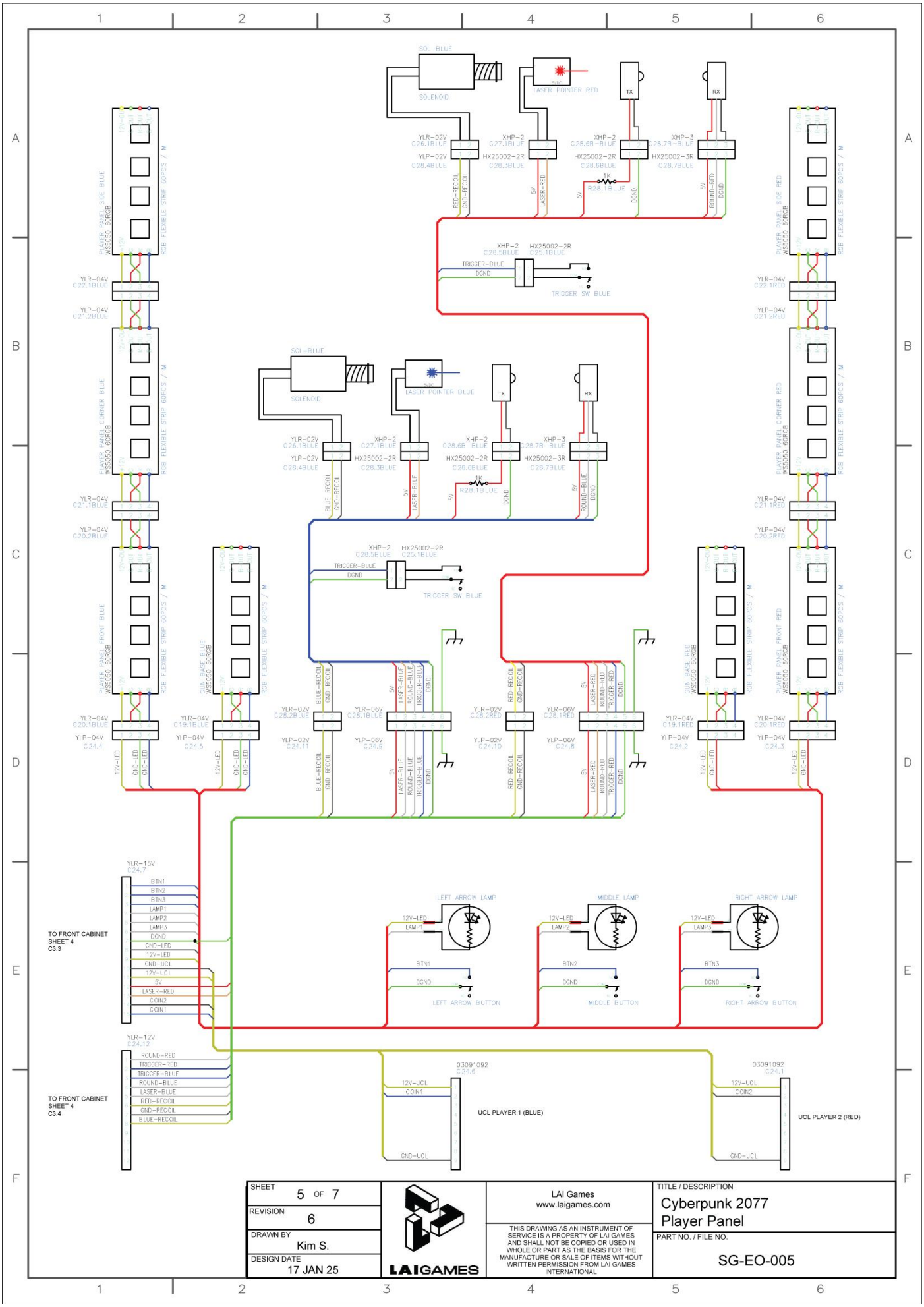
SHEET 4 OF 7
REVISION 6
DRAWN BY Kim S.
DESIGN DATE 17 JAN 25
FB234 RECOIL SWITCHER
FB233 USB-IO
FB232 R1 GUN RED
FB232 R1 GUN BLUE
KEYBOARD DONGLE
TO PLAYER PANEL SHEET 5 C24.12
TO PLAYER PANEL SHEET 5 C24.7
TO COIN DOOR SHEET 7 C29.1
TO PC DRAWER SHEET 1 PC CONNECTIONS
TO EXTENSIONS SHEET 2 C15.3
TO EXTENSIONS SHEET 2 C15.4
PRESSURE SENSOR RED
PRESSURE SENSOR BLUE
BLOWER-24VDC
DC-DC BOOST CONVERTER (RED)
DC-DC BOOST CONVERTER (BLUE)
LED-BENCH-RED WS5050 60RGB
LED-BENCH-BLUE WS5050 60RGB
LED-LOWER-SIDE-RED WS5050 60RGB
LED-LOWER-SIDE-BLUE WS5050 60RGB
RGB FLEXIBLE STRIP 60 LEDS/M
IMPELLOR-RED
IMPELLOR-BLUE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SOLENOID
LASER POINTER RED
TX
RX
YLR-02V C26.1BLUE
YLP-02V C28.4BLUE
XHP-2 C27.1BLUE
HX25002-2R C28.3BLUE
XHP-2 C28.6B-BLUE
HX25002-2R C28.6BLUE
XHP-3 C28.7B-BLUE
HX25002-3R C28.7BLUE
1K R28.1BLUE
RED-RECOIL
GND-RECOIL
5V
LASER-RED
DGND
ROUND-RED
XHP-2 C28.5BLUE
HX25002-2R C25.1BLUE
TRIGGER-BLUE
TRIGGER SW BLUE
PLAYER PANEL SIDE BLUE WS5050 60RGB
RGB FLEXIBLE STRIP 60PCS / M
YLR-04V C22.1BLUE
YLP-04V C21.2BLUE
PLAYER PANEL CORNER BLUE WS5050 60RGB
YLR-04V C21.1BLUE
YLP-04V C20.2BLUE
PLAYER PANEL FRONT BLUE WS5050 60RGB
GUN BASE BLUE WS5050 60RGB
YLR-04V C20.1BLUE
YLP-04V C24.4
YLR-04V C19.1BLUE
YLP-04V C24.5
12V-LED
GND-LED
SOL-BLUE
SOLENOID
LASER POINTER BLUE
TX
RX
YLR-02V C26.1BLUE
YLP-02V C28.4BLUE
XHP-2 C27.1BLUE
HX25002-2R C28.3BLUE
XHP-2 C28.6B-BLUE
HX25002-2R C28.6BLUE
XHP-3 C28.7B-BLUE
HX25002-3R C28.7BLUE
1K R28.1BLUE
BLUE-RECOIL
GND-RECOIL
5V
LASER-BLUE
DGND
ROUND-BLUE
XHP-2 C28.5BLUE
HX25002-2R C25.1BLUE
TRIGGER-BLUE
TRIGGER SW BLUE
YLR-02V C28.2BLUE
YLP-02V C24.11
YLR-06V C28.1BLUE
YLP-06V C24.9
TRIGGER-BLUE
RED-RECOIL
GND-RECOIL
LASER-RED
ROUND-RED
TRIGGER-RED
YLR-02V C28.2RED
YLP-02V C24.10
YLR-06V C28.1RED
YLP-06V C24.8
PLAYER PANEL SIDE RED WS5050 60RGB
PLAYER PANEL CORNER RED WS5050 60RGB
PLAYER PANEL FRONT RED WS5050 60RGB
GUN BASE RED WS5050 60RGB
YLR-04V C22.1RED
YLP-04V C21.2RED
YLR-04V C21.1RED
YLP-04V C20.2RED
YLR-04V C19.1RED
YLP-04V C24.2
YLR-04V C20.1RED
YLP-04V C24.3
YLR-15V C24.7
BTN1
BTN2
BTN3
LAMP1
LAMP2
LAMP3
DGND
GND-LED
12V-LED
GND-UCL
12V-UCL
5V
LASER-RED
COIN2
COIN1
TO FRONT CABINET SHEET 4 C3.3
LEFT ARROW LAMP
MIDDLE LAMP
RIGHT ARROW LAMP
LEFT ARROW BUTTON
MIDDLE BUTTON
RIGHT ARROW BUTTON
YLR-12V C24.12
ROUND-RED
TRIGGER-RED
TRIGGER-BLUE
ROUND-BLUE
LASER-BLUE
RED-RECOIL
GND-RECOIL
BLUE-RECOIL
TO FRONT CABINET SHEET 4 C3.4
03091092 C24.6
03091092 C24.1
UCL PLAYER 1 (BLUE)
UCL PLAYER 2 (RED)
SHEET 5 OF 7
REVISION 6
DRAWN BY Kim S.
DESIGN DATE 17 JAN 25
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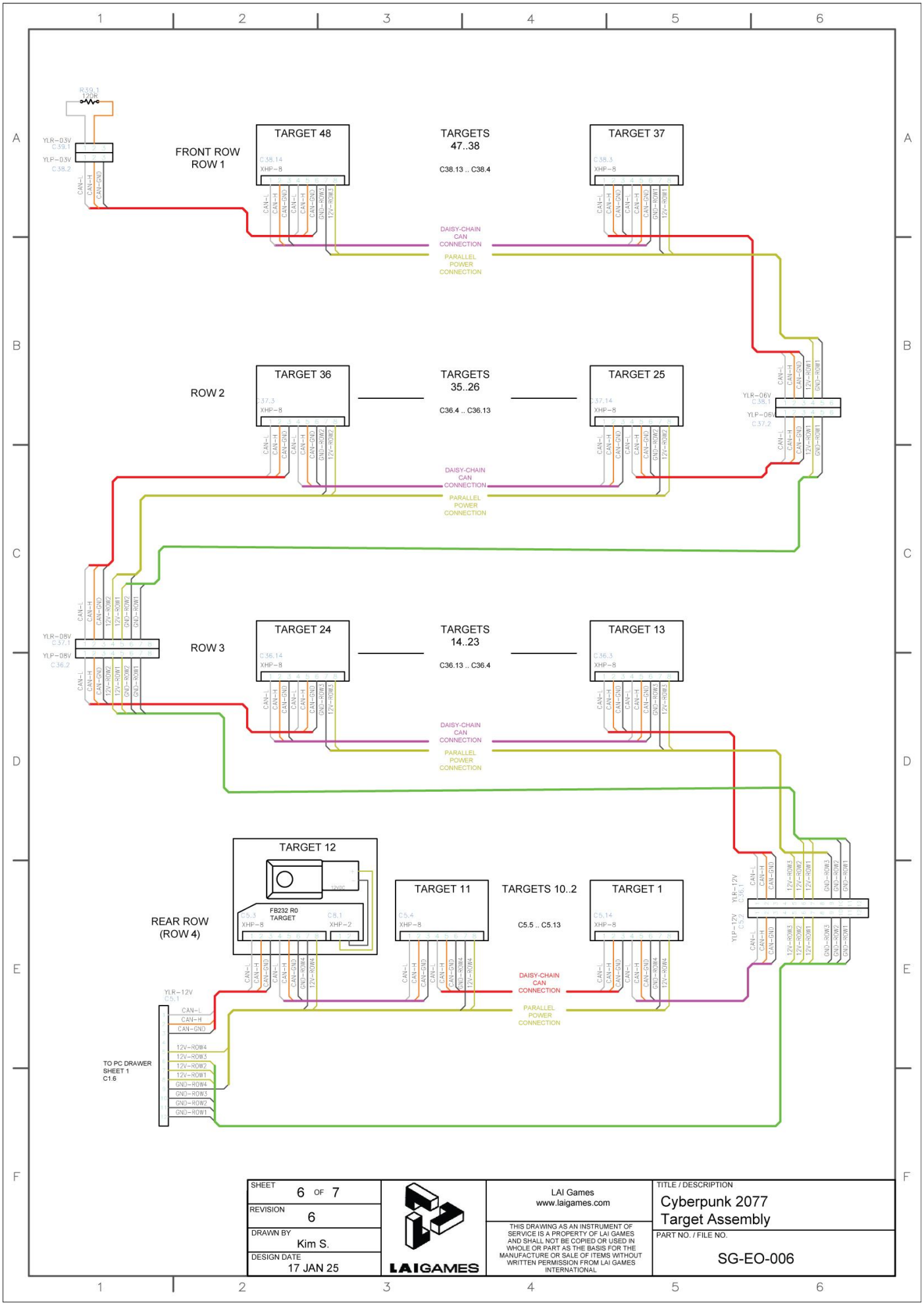
TITLE / DESCRIPTION
Cyberpunk 2077
Player Panel
PART NO. / FILE NO.
SG-EO-005


FRONT ROW
ROW 1
TARGET 48
TARGETS
47..38
C38.13 .. C38.4
TARGET 37
DAISY-CHAIN
CAN
CONNECTION
PARALLEL
POWER
CONNECTION
ROW 2
TARGET 36
TARGETS
35..26
C36.4 .. C36.13
TARGET 25
ROW 3
TARGET 24
TARGETS
14..23
C36.13 .. C36.4
TARGET 13
REAR ROW
(ROW 4)
TARGET 12
FB232 R0
TARGET
TARGET 11
TARGETS 10..2
C5.5 .. C5.13
TARGET 1
TO PC DRAWER
SHEET 1
C1.6
SHEET
6 OF 7
REVISION
6
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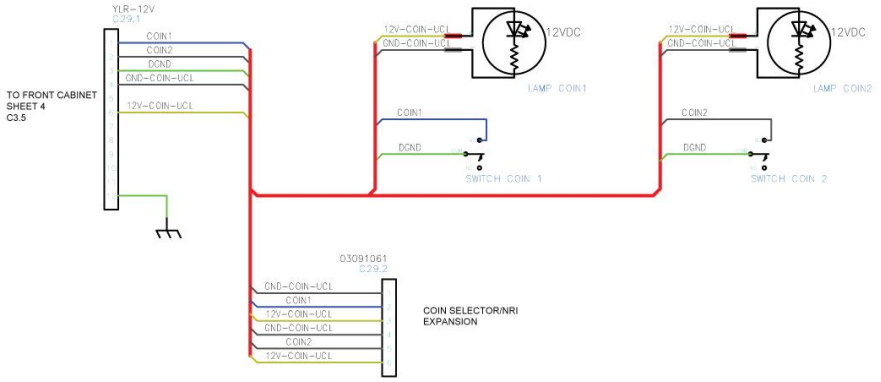
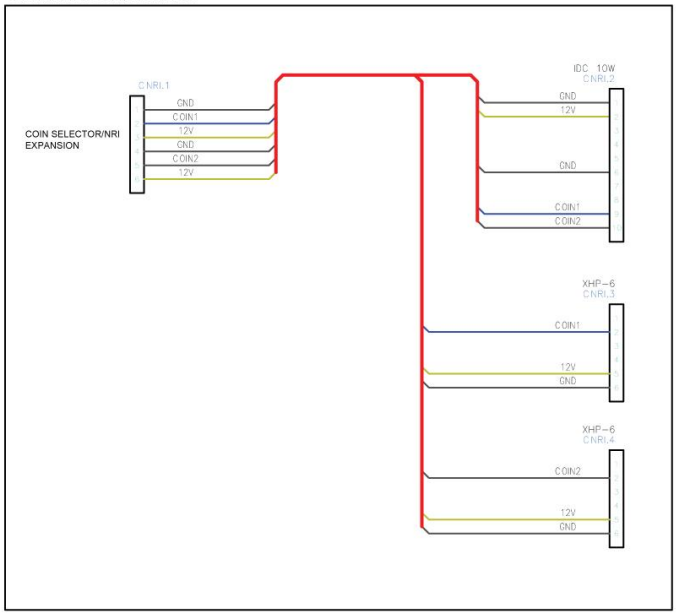
TITLE / DESCRIPTION
Cyberpunk 2077
Target Assembly
PART NO. / FILE NO.
SG-EO-006



COIN-NRI HARNESS OPTION C0M-EH-005



SHEET 7 OF 7	LAI GAMES	LAI Games www.laigames.com	TITLE / DESCRIPTION Cyberpunk 2077 Coin Door
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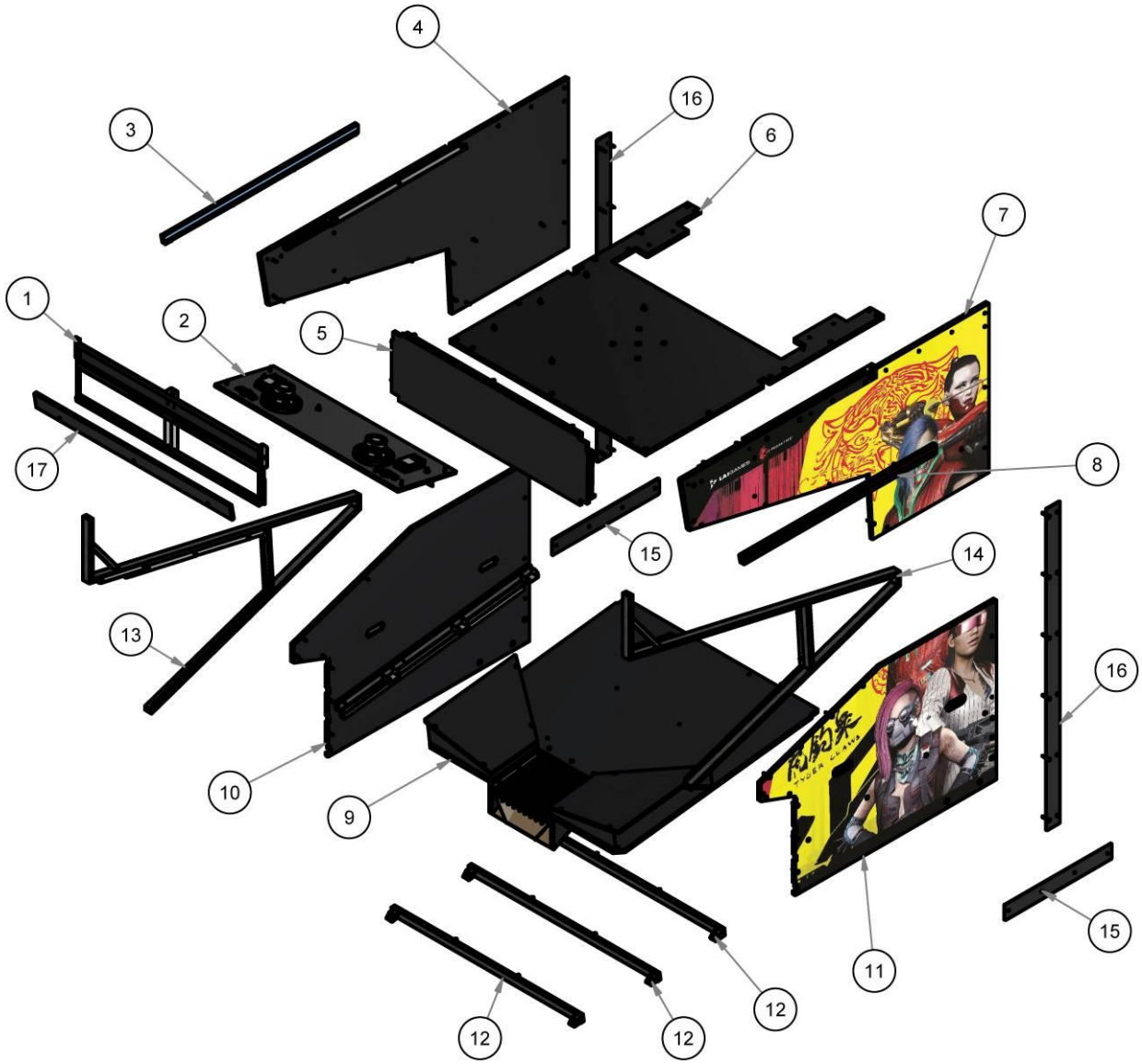
DRAWN BY Kim S.			
DESIGN DATE 17 JAN 25			

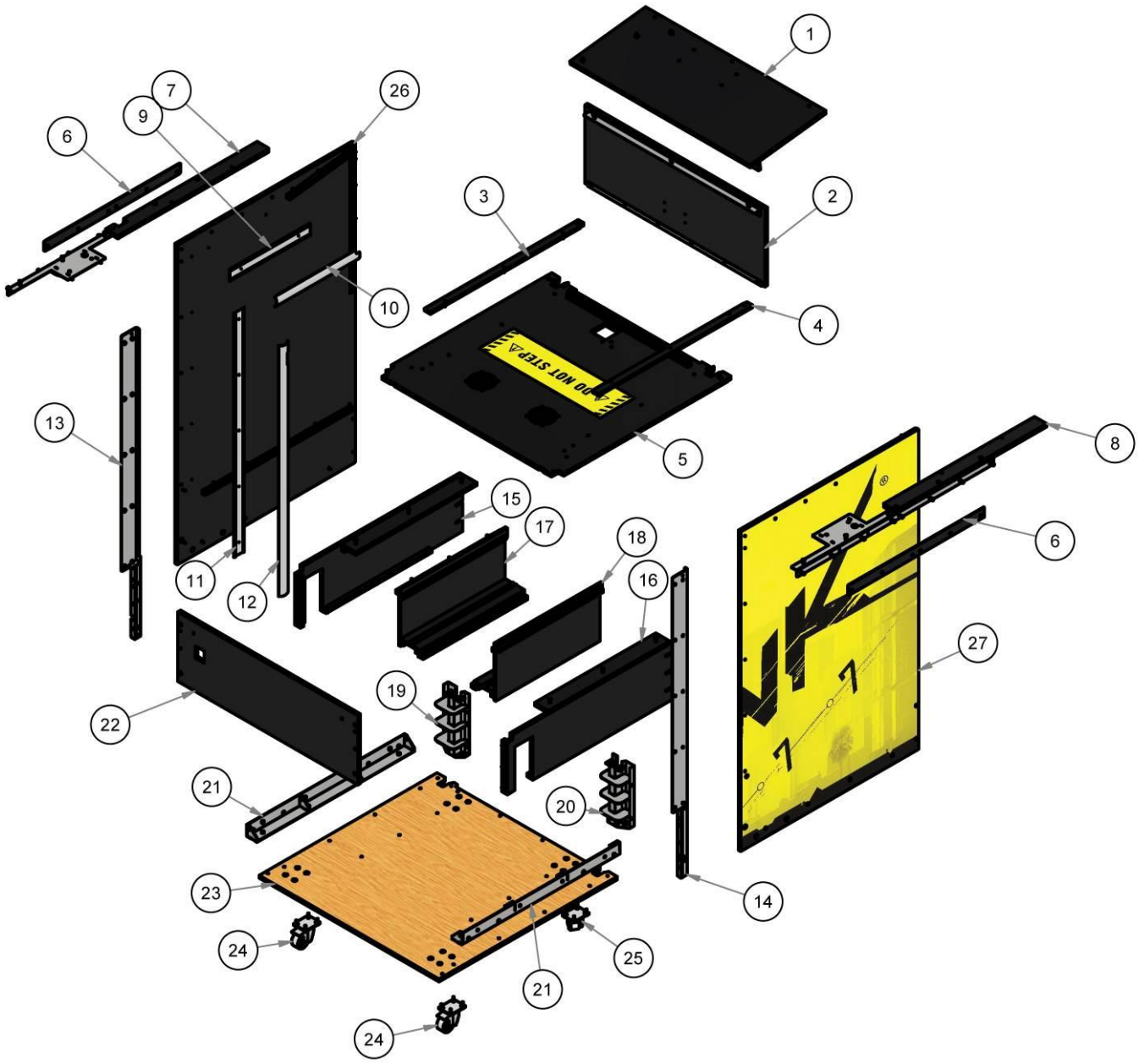
10. Parts/ Mechanical drawings

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASSY-Cabinet Step 2	SG_ASSY-003-R10	1
2	ASSY- Mirror	SG_ASSY-007-R1	1
3	ASSY-Side Cover RH	SG_ASSY-105-LH-R0	1
4	ASSY-Side Cover LH	SG_ASSY-105-LH-R0	1
5	ASSY-Front Window	SG_ASSY-66-R4	1
6	ASSY-Side Lower LH	SG_ASSY-64-LH-R2	1
7	ASSY-Side Lower RH	SG_ASSY-64-RH-R2	1
8	ASSY-Monitor	SG_ASSY-113-R1	1
9	ASSY-Projector	SG_ASSY-017A-R1	1
10	Front Roof Top Cover	SG_FW-006-R4	1
11	ASSY-Hat Roof Frame LH	SG_ASSY-019A-LH-R0	1
12	ASSY-Hat Roof Frame RH	SG_ASSY-019A-RH-R0	1
13	AS-Hat Roof Bracket 7	SG_AS-FM036F-R0	4
14	ASSY-Hat Cover	SG_ASSY-019B-R1	1
15	ASW-Side Top Display Bracket RH-COATED	SG_FC-009-RH-R1	1
16	ASW-Side Top Display Bracket LH-COATED	SG_FC-009-LH-R1	1
17	AS-Top Side RH -STICKER	SG_AS-PS016-R2	1
18	AS-Top Side LH -STICKER	SG_AS-PS015-R2	1
19	ASSY-Floor Bench 2	SG_ASSY-99-R1	1
20	ASSY-Bench 2	SG_ASSY-62-R2	1
21	ASSY-Header	SG_ASSY-112-R1	1

PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASW-Mounting Plate Monitor-COATED	SG_FC-060-R4	1
2	ASSY-Roof Speaker Base	SG_ASSY-013-R1	1
3	ASSY-Top Side Acrylic Lamp RH	SG_ASSY-005-RH-R2	1
4	ASSY-Side Roof RH	SG_ASSY-009-RH-R3	1
5	ASSY-Roof Speaker Wall	SG_ASSY-015-R0	1
6	ASSY-Top Roof	SG_ASSY-010-R3	1
7	ASSY-Side Roof LH	SG_ASSY-009-LH-R3	1
8	ASSY-Top Side Acrylic Lamp LH	SG_ASSY-005-LH-R2	1
9	ASSY-Base Panel Mid Cabinet	SG_ASSY-68-R2	1
10	ASSY-Side Panel Mid Cabinet RH	SG_ASSY-69-RH-R1	1
11	ASSY-Side Panel Mid Cabinet LH	SG_ASSY-69-LH-R1	1
12	ASSY-Support Base Mid Cabinet 2	SG_ASSY-70-R0	3
13	ASW- A Frame RH-COATED	SG_FC-052-RH-R2	1
14	ASW- A Frame LH-COATED	SG_FC-052-LH-R2	1
15	Bracket Gap Cover 3-COATED	SG_FC-039-R0	2
16	ASSY-Bracket Gap Cover 1	SG_ASSY-029-R0	2
17	ASSY-Monitor cover lower	SG_ASSY-111-R0	1



PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASSY-Top Rear Cabinet	SG_ASSY-050D-R1	1
2	ASSY-Rear Cabinet Top Reinforce	SG_ASSY-036-R1	1
3	ASSY-Slider Track Guidance 1RH	SG_ASSY-050I-RH-R0	1
4	ASSY-Slider Track Guidance 1LH	SG_ASSY-050I-LH-R0	1
5	ASSY-Slider Track Base	SG_ASSY-050J-R1	1
6	Bracket Gap Cover 5-COATED	SG_FC-040-R1	2
7	ASSY-Hat Base RH	SG_ASSY-022-RH-R1	1
8	ASSY-Hat Base LH	SG_ASSY-022-LH-R0	1
9	Rear Tray Cable 2	SG_FP-012A-R0	1
10	Rear Tray Cable 2 Cover	SG_FP-012B-R0	1
11	Rear Tray Cable 1	SG_FP-011A-R0	1
12	Rear Tray Cable 1 Cover	SG_FP-011B-R0	1
13	ASW-Rear Frame Reinforce RH-COATED	SG_FC-002-RH-R1	1
14	ASW-Rear Frame Reinforce LH-COATED	SG_FC-002-LH-R1	1
15	ASSY-Rear Cabinet Base Reinforce RH	SG_ASSY-031-RH-R1	1
16	ASSY-Rear Cabinet Base Reinforce LH	SG_ASSY-031-LH-R1	1
17	ASSY-Base Slide PC RH	SG_ASSY-050F-RH-R1	1
18	ASSY-Base Slide PC LH	SG_ASSY-050F-LH-R0	1
19	ASW-Rear Cabinet Base Frame 1 RH-COATED	SG_FC-007-RH-R0	1
20	ASW-Rear Cabinet Base Frame 1 LH-COATED	SG_FC-007-LH-R0	1
21	ASW-Rear Cabinet Side Frame -COATED	SG_FC-001-R1	2
22	ASSY-Rear Cabinet Base Cover	SG_ASSY-050H-R1	1
23	AS-Rear Cabinet Base	SG_AS-FW024A-R0	1
24	ASSY-Caster_3in without lock	SG_ASSY-037-R0	2
25	ASSY-Caster_3in with Lock	SG_ASSY-39-R0	2
26	ASSY-Rear Cabinet RH	SG_ASSY-050B-RH-R1	1
27	ASSY-Rear Cabinet LH	SG_ASSY-050B-LH-R1	1



PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
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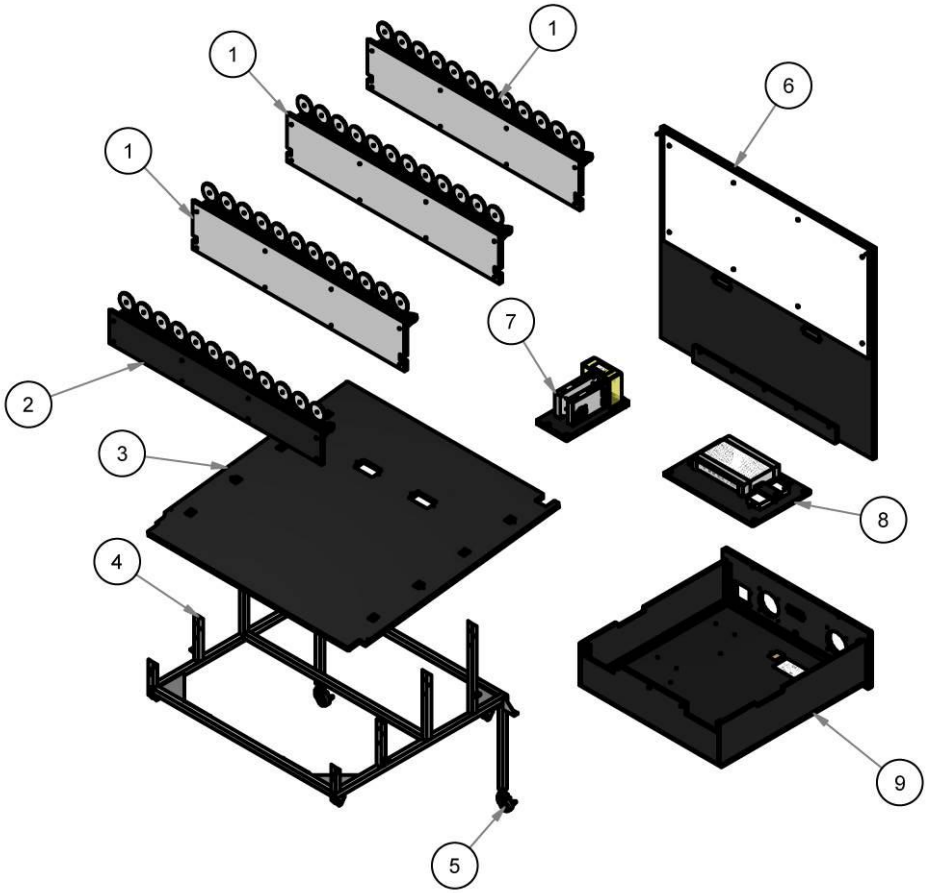
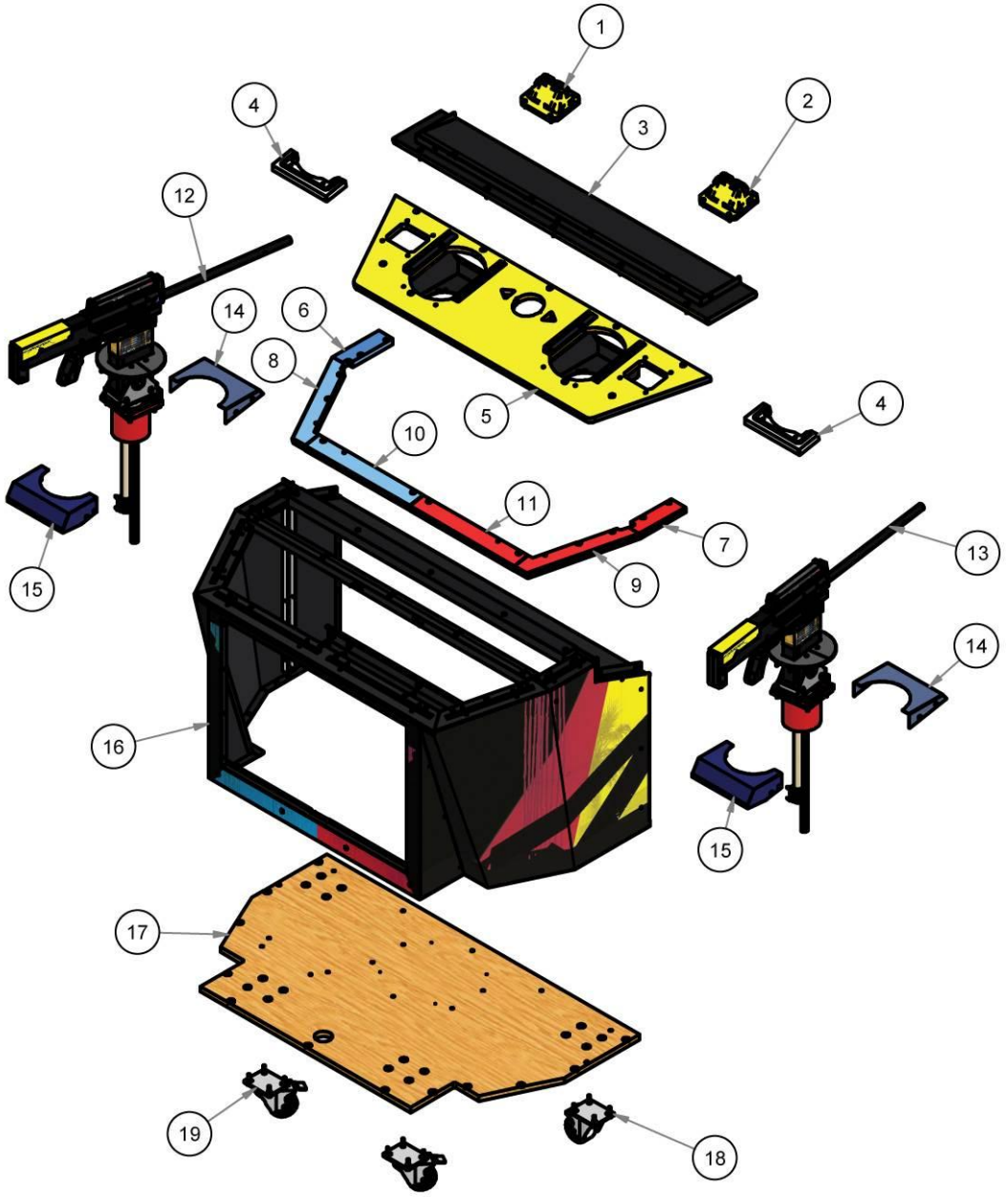
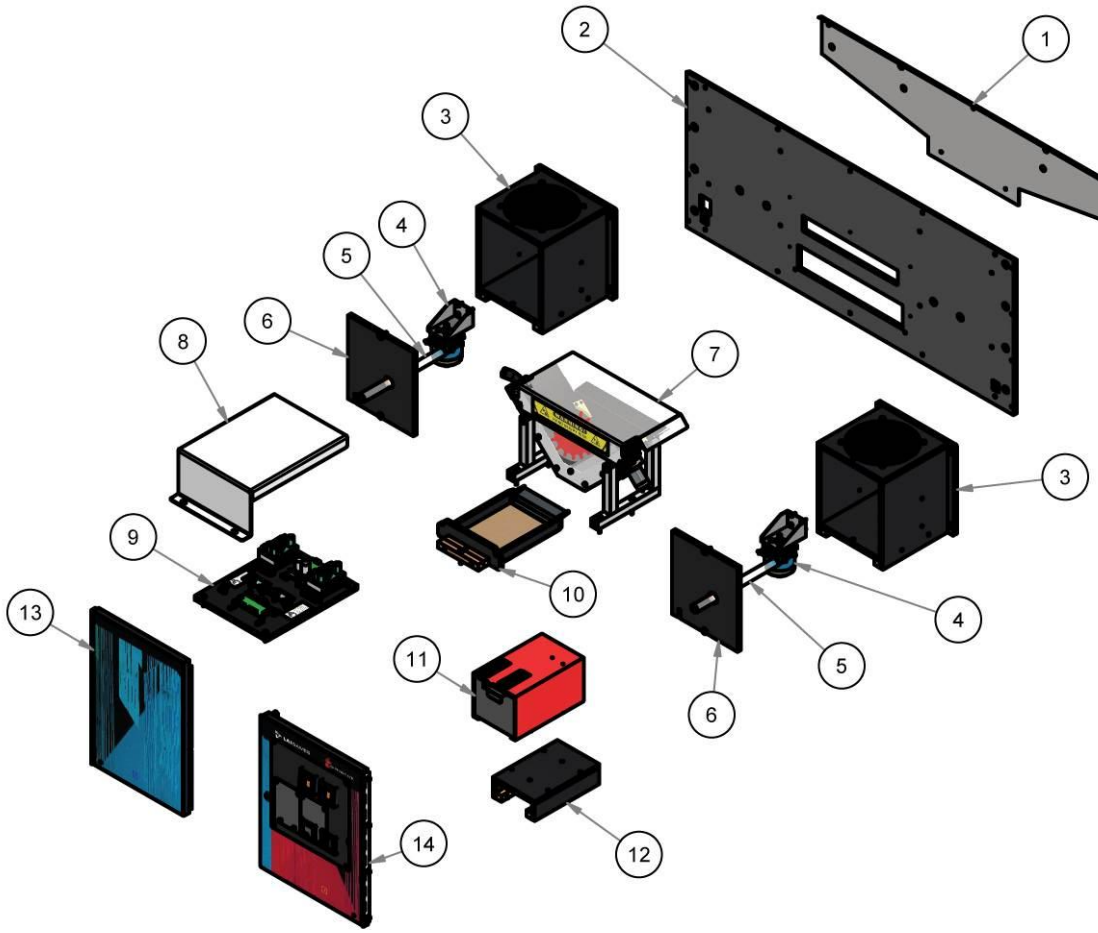
2	ASSY- Target Bar 1	SG_ASSY-041A-R6	1
3	AS-Ramp	SG_AS-FW021A-R1	1
4	ASW Frame Target Row-COATED	SG_FC-015-R1	1
5	Hammer Caster 2 in bolt M12	HM1000	2
6	ASSY-Back Door Target Box 2	SG_ASSY-050K-R3	1
7	ASSY-Power Supply	SG_ASSY-011-R1	1
8	ASSY- PC HYSTOU	SG_ASSY-110-R1	1
9	ASSY-Rear Cabinet Drawer	SG_ASSY-024-R2	1



PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	ASSY-Plate Card Reader RH	SG_ASSY-107-RH-R0	1
2	ASSY-Plate Card Reader LH	SG_ASSY-107-LH-R0	1
3	ASSY-Top Front Cabinet 2	SG_ASSY-76-R1	1
4	Cover LED Gun Holder	SG_FP-056-R1	2
5	ASSY-Top Front Cabinet 1	SG_ASSY-75-R1	1
6	Cover LED Player Panel 3 RH	SG_FP-059-RH-R1	1
7	Cover LED Player Panel 3 LH	SG_FP-059-LH-R1	1
8	Cover LED Player Panel 2 RH	SG_FP-058-RH-R1	1
9	Cover LED Player Panel 2 LH	SG_FP-058-LH-R1	1
10	Cover LED Player Panel 1 RH	SG_FP-057-RH-R1	1
11	Cover LED Player Panel 1 LH	SG_FP-057-LH-R1	1
12	ASSY-Gun Base-BLUE	SG_ASSY-150-BLUE-R4	1
13	ASSY-Gun Base-RED	SG_ASSY-150-RED-R4	1
14	ASSY-Gun Cover Holder 2	SG_ASSY-95-R1	2
15	ASSY-Gun Cover Holder 1	SG_ASSY-94-R1	2
16	AS-Front Cabinet- STICKER	SG_AS-PS005-R1	1
17	AS-Base Front Cabinet	SG_AS-FW051-R1	1
18	ASSY-Caster_3in without lock	SG_ASSY-037-R0	2
19	ASSY-Caster_3in with Lock	SG_ASSY-39-R0	2



PARTS LIST			
ITEM	DESCRIPTION	PART NUMBER	QTY
1	Cover Rear Front Cabinet-COATED	SG_FC-230-R0	1
2	AS-Rear Front Cabinet	SG_AS-FW052-R1	1
3	ASSY - Motor Box Frame	SG_ASSY-78-R0	2
4	ASSY - Base Mounted Blower	SG_ASSY-80-R1	2
5	Blower Pipe 1	SG_FP-080-R0	2
6	ASSY-Door Blower	SG_ASSY-79-R0	2
7	ASSY-Reservoir	SG_ASSY-59-R6	1
8	Front PCB Panel Cover	SG_FP-028-R0	1
9	ASSY-Front Cabinet PCB Panel	SG_ASSY-110-R0	1
10	ASSY- Tray	SG_ASSY-97-R0	1
11	ASSY-Cash Box	SG_ASSY-58-R0	1
12	ASSY-Cash Box Base	SG_ASSY-60-R0	1
13	ASSY- Cabinet Front Door 2	SG_ASSY-57-R1	1
14	ASSY- Cabinet Front Door 1	SG_ASSY-55-R1	1



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(b) Contact support@laigames.com to begin the warranty process.
(c) All claims must have confirmation of fault from LAI Games technical support team.
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